



# St John Vianney Catholic Primary School - Curriculum Map - Computing

*“Achieving together in Faith.”*

	Year R	Year1	Year2	Year3	Year4	Year5	Year6
NC Outcomes		<p><b>Computer Science</b></p> <ul style="list-style-type: none"> <li>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>Create and debug simple programs.</li> <li>Use logical reasoning to predict the behaviour of simple programs.</li> </ul> <p><b>Information Technology</b></p> <ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul> <p><b>Digital Literacy</b></p> <ul style="list-style-type: none"> <li>Recognise common uses of information technology beyond school.</li> <li>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</li> </ul>		<p><b>Computer Science</b></p> <ul style="list-style-type: none"> <li>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</li> <li>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul> <p><b>Information Technology</b></p> <ul style="list-style-type: none"> <li>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</li> </ul> <p><b>Digital Literacy</b></p> <ul style="list-style-type: none"> <li>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>			
Autumn 1	Digital Literacy	Digital Literacy	Digital Literacy	Digital Literacy	Digital Literacy	Digital Literacy	Digital Literacy
Autumn 2	Information Technology	Computer Science	Information Technology	Information Technology	Computer Science	Computer Science	Computer Science
Spring 1	Computer Science	Information Technology	Digital Literacy	Computer Science	Information Technology	Information Technology	Information Technology
Spring 2	Computer Science	Information Technology	Information Technology	Digital Literacy	Digital Literacy	Digital Literacy	Digital Literacy
Summer 1	Information Technology	Digital Literacy	Computer Science	Information Technology	Information Technology	Information Technology	Information Technology
Summer 2	Information Technology	Information Technology	Information Technology	Computer Science			