We are all part of God's vine and are rooted in His rich soil.
We are nurtured and supported so that we may grow and spread out into the world to love and to serve.

I am the vine; you are the branches.
If you remain in me and I in you,
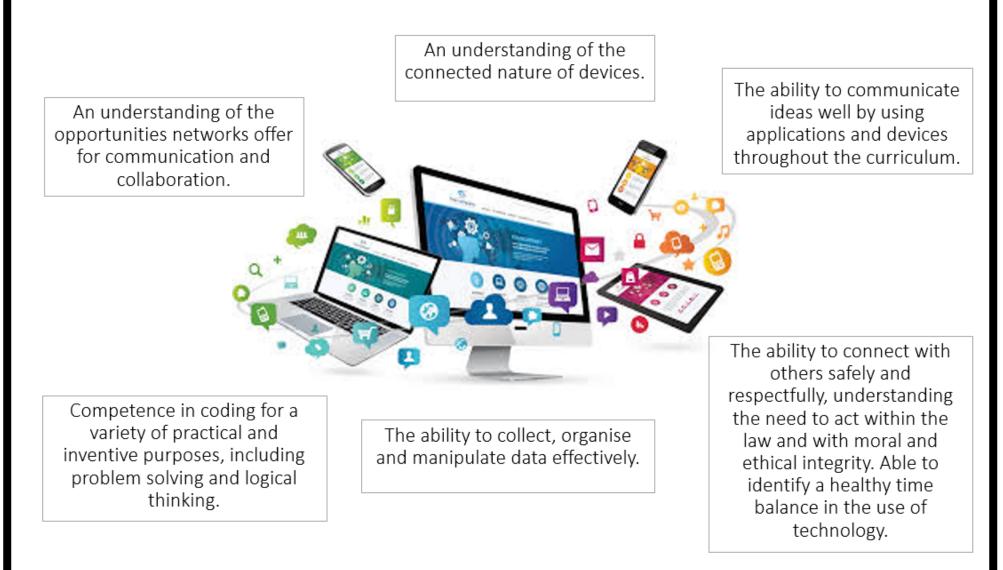*you will bear much fruit.*

John 15:5

Goring Church of England Aided Primary School

Computing
Curriculum Map

CONTENTS PAGE

Characteristics of a user of technology

An understanding of the connected nature of devices.

The ability to communicate ideas well by using applications and devices throughout the curriculum.

An understanding of the opportunities networks offer for communication and collaboration.

Competence in coding for a variety of practical and inventive purposes, including problem solving and logical thinking.

The ability to collect, organise and manipulate data effectively.

The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity. Able to identify a healthy time balance in the use of technology.

Early Years

Early years – Early Learning Goals – Building Relationships

Area of EYFS curriculum	Early Learning Goals
Building Relationships	Children at the expected level of development will: - Work and play cooperatively and take turns with others; - Form positive attachments to adults and friendships with peers; - Show sensitivity to their own and to others' needs.

Early Years – Expectations of skills

Expectations
• Work with others well • Play with others and take turns • Make and maintain friendships with peers • Understand others' needs

Aims of the National Curriculum

Key Stage 1	Key Stage 2
• Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions. • Write and test simple programs. • Use logical reasoning to predict the behaviour of simple programs. • Organise, store, manipulate and retrieve data in a range of digital formats. • Communicate safely and respectfully online, keeping personal information private and recognise common uses of information technology beyond school.	• Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selections and repetition in programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs. • Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs. • 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. • Describe how internet search engines find and store data; use search engines effectively; be discerning in evaluating digital content; respect individuals and intellectual property; use technology responsibly, securely and safely. • Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Threshold Concepts for Computing

- Programming

- Computing systems and networks

- Creating Media

- Data information

Skills Overview

Themes	Key Stage 1	Key Stage 2

| Computing systems and networks | -To identify technology
-To identify a computer and its main parts
-To use a mouse in different ways
-To use a keyboard to type on a computer
-To use the keyboard to edit text
-To create rules for using technology responsibly

-To recognise the uses and features of information technology
-To identify the uses of information technology in the school
-To identify information technology beyond school
-To explain how information technology helps us
-To explain how to use information technology safely
-To recognise that choices are made when using information technology | -To explain how digital devices function
-To identify input and output devices
-To recognise how digital devices can change the way we work
-To explain how a computer network can be used to share information
-To explore how digital devices can be connected
-To recognise the physical components of a network

-To describe how networks physically connect to other networks
-To recognise how networked devices make up the internet
-To outline how websites can be shared via the World Wide Web (WWW)
-To describe how content can be added and accessed on the World Wide Web (WWW)
-To recognise how the content of the WWW is created by people
-To evaluate the consequences of unreliable content

-To explain that computers can be connected together to form systems
-To recognise the role of computer systems in our lives
-To experiment with search engines
-To describe how search engines select results
-To explain how search results are ranked
 -To recognise why the order of results is important, and to whom |

		-To explain the importance of internet addresses -To recognise how data is transferred across the internet -To explain how sharing information online can help people to work together -To evaluate different ways of working together online -To recognise how we communicate using technology -To evaluate different methods of online communication

| Creating Media | -To describe what different freehand tools do
-To use the shape tool and the line tools
-To make careful choices when painting a digital picture
-To explain why I chose the tools I used
-To use a computer on my own to paint a picture
-To compare painting a picture on a computer and on paper

-To use a computer to write
-To add and remove text on a computer
-To identify that the look of text can be changed on a computer
-To make careful choices when changing text
-To explain why I used the tools that I chose
-To compare typing on a computer to writing on paper

-To use a digital device to take a photograph
-To make choices when taking a photograph
-To describe what makes a good photograph
-To decide how photographs can be improved
-To use tools to change an image
-To recognise that photos can be changed

-To say how music can make us feel
-To identify that there are patterns in music
-To experiment with sound using a computer
-To use a computer to create a musical pattern
-To create music for a purpose
-To review and refine our computer work | -To explain that animation is a sequence of drawings or photographs
-To relate animated movement with a sequence of images
-To plan an animation
-To identify the need to work consistently and carefully
-To review and improve an animation
-To evaluate the impact of adding other media to an animation

-To recognise how text and images convey information
-To recognise that text and layout can be edited
-To choose appropriate page settings
-To add content to a desktop publishing publication
-To consider how different layouts can suit different purposes
-To consider the benefits of desktop publishing

-To identify that sound can be recorded
-To explain that audio recordings can be edited
-To recognise the different parts of creating a podcast project
-To apply audio editing skills independently
-To combine audio to enhance my podcast project
-To evaluate the effective use of audio

-To explain that the composition of digital images can be changed
-To explain that colours can be changed in digital images |

		-To explain how cloning can be used in photo editing -To explain that images can be combined -To combine images for a purpose -To evaluate how changes can improve an image -To explain what makes a video effective -To identify digital devices that can record video -To capture video using a range of techniques -To create a storyboard -To identify that video can be improved through reshooting and editing -To consider the impact of the choices made when making and sharing a video -To identify that drawing tools can be used to produce different outcomes -To create a vector drawing by combining shapes -To use tools to achieve a desired effect -To recognise that vector drawings consist of layers -To group objects to make them easier to work with -To apply what I have learned about vector drawings -To review an existing website and consider its structure -To plan the features of a web page -To consider the ownership and use of images (copyright) -To recognise the need to preview pages -To outline the need for a navigation path -To recognise the implications of linking to content

		owned by other people
		-To recognise that you can work in three dimensions on a computer -To identify that digital 3D objects can be modified -To recognise that objects can be combined in a 3D model -To create a 3D model for a given purpose -To plan my own 3D model -To create my own digital 3D model
Programming	-To explain what a given command will do -To act out a given word -To combine forwards and backwards commands to make a sequence -To combine four direction commands to make sequences -To plan a simple program -To find more than one solution to a problem -To choose a command for a given purpose -To show that a series of commands can be joined together -To identify the effect of changing a value -To explain that each sprite has its own instructions -To design the parts of a project -To use my algorithm to create a program	-To explore a new programming environment -To identify that commands have an outcome -To explain that a program has a start -To recognise that a sequence of commands can have an order -To change the appearance of my project -To create a project from a task description -To explain how a sprite moves in an existing project -To create a program to move a sprite in four directions -To adapt a program to a new context -To develop my program by adding features -To identify and fix bugs in a program -To design and create a maze-based challenge -To identify that accuracy in programming is important

-To describe a series of instructions as a sequence -To explain what happens when we change the order of instructions -To use logical reasoning to predict the outcome of a program -To explain that programming projects can have code and artwork -To design an algorithm -To create and debug a program that I have written -To explain that a sequence of commands has a start -To explain that a sequence of commands has an outcome -To create a program using a given design -To change a given design -To create a program using my own design -To decide how my project can be improved	-To create a program in a text-based language -To explain what 'repeat' means -To modify a count-controlled loop to produce a given outcome -To decompose a task into small steps -To create a program that uses count-controlled loops to produce a given outcome -To develop the use of count-controlled loops in a different programming environment -To explain that in programming there are infinite loops and count controlled loops -To develop a design that includes two or more loops which run at the same time -To modify an infinite loop in a given program -To design a project that includes repetition -To create a project that includes repetition -To control a simple circuit connected to a computer -To write a program that includes count-controlled loops -To explain that a loop can stop when a condition is met -To explain that a loop can be used to repeatedly check whether a condition has been met -To design a physical project that includes selection -To create a program that controls a physical computing project

		-To explain how selection is used in computer programs
		-To relate that a conditional statement connects a condition to an outcome
		-To explain how selection directs the flow of a program
		-To design a program which uses selection
		-To create a program which uses selection
		-To evaluate my program
		-To define a 'variable' as something that is changeable
		-To explain why a variable is used in a program
		-To choose how to improve a game by using variables
		-To design a project that builds on a given example
		-To use my design to create a project
		-To evaluate my project
		-To create a program to run on a controllable device
		-To explain that selection can control the flow of a program
		-To update a variable with a user input
		-To use a conditional statement to compare a variable to a value
		-To design a project that uses inputs and outputs on a controllable device
		-To develop a program to use inputs and outputs on a controllable device

Data information	-To label objects -To identify that objects can be counted -To describe objects in different ways -To count objects with the same properties -To compare groups of objects -To answer questions about groups of objects -To recognise that we can count and compare objects using tally charts -To recognise that objects can be represented as pictures -To create a pictogram -To select objects by attribute and make comparisons -To recognise that people can be described by attributes -To explain that we can present information using a computer	-To create questions with yes/no answers -To identify the attributes needed to collect data about an object -To create a branching database -To explain why it is helpful for a database to be well structured -To plan the structure of a branching database -To independently create an identification tool -To explain that data gathered over time can be used to answer questions -To use a digital device to collect data automatically -To explain that a data logger collects 'data points' from sensors over time -To recognise how a computer can help us analyse data -To identify the data needed to answer questions -To use data from sensors to answer questions -To use a form to record information -To compare paper and computer-based databases -To outline how you can answer questions by grouping and then sorting data -To explain that tools can be used to select specific data -To explain that computer programs can be used to compare data visually -To use a real-world database to answer questions

		-To create a data set in a spreadsheet -To build a data set in a spreadsheet -To explain that formulas can be used to produce calculated data -To apply formulas to data -To create a spreadsheet to plan an event -To choose suitable ways to present data