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| **Disciplinary knowledge Computing Curriculum**Kensington Junior Academy |

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| **Autumn** |
| **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Coding**  | **Coding** | **Coding** | **Coding** |
| To write an algorithm to complete a goal To test a written algorithm To debug any errors in a written algorithm. To evaluate block coding against a set goal  | To recognise that using algorithms will also help solve problems in other learning such as Maths, Science and DTTo reach a set goal (i.e. complete a circuit) Rewrite a programme to improve an algorithm.  | To write and debug an algorithm and a programme To expand an algorithm using logical thinking, imagination and creativity. To include ‘if’ commands in an algorithm. To include ‘then’ commands in an algorithm.  | To use physical inputs (such as sensors) into my algorithms to programme a device.To debug and edit a programme when a set goal changes. To evaluate the efficiency of an algorithm whilst continually testing and debugging the programming  |

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| **Spring** |
| **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Touch typing**  | **Writing for Different Audiences** | **Databases** | **Blogging** |
| To edit written work using a word processor To use spellcheck on a word processor. To share my work with others To use a variety of different effects and text to present work offline and online | To create, modify and present digital information differently when presenting to differing audiences To work collaboratively with others on To create and insert audio/video into Slides | To add data to a database To evaluate a completed databaseTo create and review content using unfamiliar technology To create a report which includes data, images and text. To collect, present and then discuss errors within a data set | To combine a range of media, recognising the contribution of each to achieve a particular outcome.To be digitally discerning when evaluating the effectiveness of digital dataDiscuss audience, atmosphere and structure of a presentation or video.Collect information and media from a range of sources (considering copyright issues) into a presentation for a specific audience.Evaluate the effectiveness of their own work and the work of others. |

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| **Summer** |
| **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Simulations**  | **Effective searching** | **Concept Maps** | **Quizzing** |
| To save and load work from a school network To describe and detail parts of a computer and the world wide webTo compare passwords and ways in which you can protect your personal dataDiscuss what actions could be taken if they are uncomfortable or upset online e.g. Report Abuse button.Comment and provide positive feedback on the work of classmates in school or online, or the work of others online via Seesaw | To identify how search engines work To evaluate and analyse the reliability of information collected from the internetTo create a hyperlink to a resource stored on the world wide webTo act appropriately and safely online in regards to programmes Talk about what games they enjoying playing and what good choices are when playing games e.g. content, screen time. | To analyse and fact check information found on a websiteTo ensure online accounts and devices are safe and secure and to communicate kindly and respectfully whilst using themDiscuss their own personal use of the Internet and choices they make Discuss how to protect devices from virus threats.Discuss the importance of keeping an adult informed about what you’re doing online, and how to report concerns. | To recognise copyright and acknowledging the sources of information gathered To recognise the monetisation of data online and discuss digital footprintsExplore using the safe and responsible use of online communication tools e.g. blogs, messaging. |