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| --- | --- | --- | --- | --- | --- | --- |
| Computing Strand | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| Digital literacy | \*Safe logins  \*My area  \*Resources & icons  \*Logging out  \*Technology in the local community | \*Searching & sharing  \*Email  \*Digital footprint  \*Effective searching  \*Sharing information | \*Safe passwords, blogging, communicating  \*Fake news, trustworthy sites  \*Appropriate content and ratings  \*Email communication  \*Safe use  Attachments  \*Read and respond | \*Identify theft & **footprint**  \*Malware  \*Plagiarism  \*Screen-time | \*Sharing content & support  \***Protecting privacy**  \***Citing sources**  \***Reliability** | \*In game messages  \*Online behaviour  \***Screen time**  \*Blogging (purpose and features)  \*Planning a blog  \*Writing a blog  \*Sharing posts and commenting |
| Computer science | \*Instructions  \*Objects and actions  \*Events  \*Execute  \*Backgrounds  \*Scale  \*Planning | \*Algorithms  \*Create program using collision detection  \*Using a timer  \*Different object types (**events**)  \*Buttons  \*Debugging | \*Flowcharts  \*Timers (types)  \*Repeat commands  \*Code, test and debug  \*Design and create an interactive scene | \*Design, test and debug  \*IF statements  \*Co-ordinates  \*Repeat until and IF/ELSE statements  \*Number variables  \*Make a playable game | \*Simplify code  \*Program a simulation  \*Decomposition and abstraction  \*Strings  \*Text variables and concatenation | \*Design a playable game (timer and score, variables, selection, launchcommand  \*Using functions  \*Using flowcharts (debugging). Create a simulation.  \*Text based adventure game  \*User input |
| Information technology | \*Drawing and creating  \*Animation  \*Sounds  \*Making a story (**backgrounds**) | \*Impressionism  \*Pointillist Art (Seurat)  \*Piet Mondrian (lines)  \*Willian Morris (pattern)  \*Surrealism (collage)  \*Digital music  \*Sounds and tunes (feelings)  \*Soundtracks | \*Presenting create a page  \*Adding media  \*Add animations  \*Add timings  \*Create PowerPoint | \*Animating an object (hand and technology  \*Add backgrounds and sounds  8Stop motion animation  \*Music elements (pulse, rhythm, tempo, pitch, texture)  \*Rhythm & tempo  \*Melody and pitch  \*Compose electronic music | \*Word processing (tools)  \*Images  \*Edit images  \*Adding text  \*Adding features (text box, paragraphs, hyperlinks, contents page)  \*Tables | \*Introduction to spreadsheets  \*Calculations (formula)  \*Modelling (model a situation)  \*Organising data  \*Advanced formulae (percentages, averages, max and min)  \*Graphs and charts |