

Holy Cross Catholic Primary Long Term Curriculum Coverage



YEAR: 1

<u>National Curriculum Criteria</u>	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Technology around us	Digital painting	Moving a robot	Grouping Data	Digital writing
Understand what algorithms are: how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.						
Create and debug simple programs						
Use logical reasoning to predict the behaviour of simple programs						
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.						
Recognise common uses of information technology beyond school						
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.						

YEAR: 2

<u>National Curriculum Criteria</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Understand what algorithms are: how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.						
Create and debug simple programs						
Use logical reasoning to predict the behaviour of simple programs						
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.						
Recognise common uses of information technology beyond school						
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.						

YEAR: 3

<u>National Curriculum</u>	<u>Autumn</u> <u>1</u>	<u>Autumn</u> <u>2</u>	<u>Spring</u> <u>1</u>	<u>Spring</u> <u>2</u>	<u>Summer</u> <u>1</u>	<u>Summer</u> <u>2</u>
	Connecting computers	Stop-frame animations	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output						
Use logical reasoning to explain how some simple algorithms work and to 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						
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content						
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						
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Use search technologies effectively.						

YEAR: 4

<u>National Curriculum</u>	<u>Autumn</u> <u>1</u>	<u>Autumn</u> <u>2</u>	<u>Spring</u> <u>1</u>	<u>Spring</u> <u>2</u>	<u>Summer</u> <u>1</u>	<u>Summer</u> <u>2</u>
	The internet	Audio production	Repetition in shapes	Data logging	Phot editing	Repetition in games
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts						
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output						
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YEAR: 5

<u>National Curriculum</u>	<u>Autumn</u> <u>1</u>	<u>Autumn</u> <u>2</u>	<u>Spring</u> <u>1</u>	<u>Spring</u> <u>2</u>	<u>Summer</u> <u>1</u>	<u>Summer</u> <u>2</u>
	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Vector graphics	Selection in quizzes
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Use sequence, selection, and repetition in programs; work with variables and various forms of input and output						
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Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Use search technologies effectively.						

YEAR: 6

<u>National Curriculum</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3d modelling	Sensing movement
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Use sequence, selection, and repetition in programs; work with variables and various forms of input and output						
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