

LONG TERM FORECAST

Lower Key Stage 2 Computing

2014/2016

Pupils should be taught to:

1. design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
2. use sequence, selection, and repetition in programs; work with variables and various forms of input and output
3. use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
4. 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
5. use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
6. use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour
7. 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

Current 3/4 Year A	E-safety and technology in our lives (4,5,6) Programming (1,2,3)	Multi media (7) Handling data (7)	Communicating and collaborating (ALL)
Current 3/4 Year B	E-safety and technology in our lives (4,5,6) Programming (1,2,3) Art link: Patterns in our areas digital media and creating through collage and different mediums	Multi media (7) Handling data (7)	Communicating and collaborating (7 – uses all areas to produce work to communicate and collaborate)
Other opportunities	Research a topic (Hist/Geo) Create a comic strip (Lit)	Global Classroom e.g .skype, (Geo)	Videoining performance (Lit)
	Produce a Wiki/Blog (Lit/Hist/ Geo/ Sci) Programming on a screen	Produce digital music	Manipulate images Trip Slideshow/powerpoint

