

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 5/6 Year A	E-safety and technology in our lives Programming	Multi media Handling data	Communicating and collaborating
Current 5/6 Year B	E-safety and technology in our lives Programming	Multi media Handling data	Communicating and collaborating
Other opportunities	Then and now database (Hist) Media Reviews-blogging (Lit)	Produce a podcast	Programming a game Introduction to spreadsheets
	Charity fundraiser spreadsheets	Cyber Safety Research Programming a game	Creating a yearbook Trip slide show