## Malvern Primary School– Computing Curriculum



Aspect	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Mandatory Skills	I can use iPads and com- puters to carry out basic tasks e.g. play music, draw, type on a keyboard. I can take photos/videos using iPad and digital cameras.	I can save, share and retrieve my digital work (Seesaw) when prompted. I can use technology to organise and present my ideas e.g. a digital poster or short video:	I can troubleshoot and attempt to fix a problem before asking for help e.g. refresh unresponsive webpages, check Wi-Fi on devices is working accord- ingly, restart unresponsive apps. Use QR codes that link to a resource to be used during lessons.	I can discuss different types of digital content and file types e.g. images, videos, audio. Appropriately receiving these when shared via digital meth- ods (Airplay). I can choose when and why not to accept 'cookie prefer- ences'.	I can select appropriate digital content to edit together to pro- duce my own content; saving and opening work effectively. I can capture evidence of online interactions (screen shot/cast) and know how to report, block, unfollow and unsubscribe.	I can collaborate online to con- tribute useful ideas to a partner/ group. I can independently select the appropriate app or software for completing a specific task.
Computer Science	I can follow a simple algo- rithm. I can explain an algorithm is a sequence of instruc- tions. I can create a simple/ everyday algorithm (with support) and follow it e.g. washing hands. I can create an algorithm using symbols e.g. direc- tional arrows. I can program an algorithm into a robot or digital de- vice. I can program an algorithm into a robot or digital de- vice. I can program an algorithm into a robot or digital de- vice. I can explain what a bug is. I can sind a bug in an algorithm. I can use logical reasoning to predict the outcomes of a short sequence of instruc- tions (algorithm).	I can explain what an algorithm is. I can plan and create an algorithm with a sequence of detailed commands to sofwe a problem (forward 3, backwards 4). I can identify bugs in computer programs and use the term debug in context. I can compare programs and identify the most precise and clear pro- grams. I can explore the use of different programming techniques to make pro- grams more efficient. I can use selection to choose appropriate com- mands to complete a given task. I can begin to use block computer programming. I can predict the outcome of a sequence of com- mands in a computer program.	I can write a simple program inde- pendently. I can make logical choices when de- signing a program. I can use sequence and sprites in a program I write. I understand what debug means and can use the term confidently. I can demonstrate how to solve prob- lems using decomposition. I can show commitment and perseverance. I can keep testing a program, reflecting on my tests and recognise where it needs to be debugged. I can use selection in a program I write. I can use logical reasoning to predict the outcome of algorithms and pro- grams, explaining the steps sequen- tially. I can explore designing, writing and debugging my own programs inde- pendently to try to achieve a specific goal. I can work with various forms of input and output. E.g. keyboard, head- phones, touch screen, microphones, speakers etc	I can use sequence and selec- tion, adapting the program where required. I can solve a problem by breaking it into smaller man- ageable sections (decomposition). I can explore patterns and repetition in computer pro- gramming. I can use repetition in a pro- gram I write, adapting the program where required. I can test existing programs to see how they could be im- proved or altered using logical reasoning techniques. I can produce a design and write a program to accomplish a specific goal. I can design a program to simulate a physical outputs, e.g. lights, motors and sen- sors).	I can use logical reasoning to predict and detect bugs (mistakes) in a program of my own creation, reflecting and adapting my program where necessary. I can decompose a problem into smaller parts when planning, writing and testing. I can plan, write and test my own algorithm or program to accomplish a specific goal. I can efficiently use sequence, selection, repetition within a program. I can explore the use of condi- tionals and functions in a pro- gram. I can use a variety of program- ming commands, e.g. condition- als and functions, to complete a specific goal. I can explore the relationship between programming and phys- ical systems (sensors, motors, robotics etc) I can design and write a pro- gram linked to physical systems (sensors, motors robotics etc)	<ul> <li>I can use sequence, selection, repetition techniques confidently, when working in programs.</li> <li>I can use conditional and variable commands with increasing confidence when working on programs.</li> <li>I can use logical reasoning to detect and correct errors in algorithms and programs, finding the most efficient solution in my own creations.</li> <li>I can test, compare, decompose and modify a program to improve it.</li> <li>I can use a variety of programming.</li> <li>I can use a variety of programming.</li> <li>I can work with various forms of input and output e.g. keyboard, headphones, touch screen, microphones, speakers, cameras, robotic devices etc.</li> <li>I can design and write more complex program, of my own creation, to accomplish a specific goal.</li> </ul>

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Information Technology	I can identify uses of technol- ogy in the home. I can navigate a simple webpage/app. I can use technology to create and present my ideas e.g. short video, voice note con- veying a concept. I can use simple formatting skills e.g. underlining titles, capitalising letters, adding numbers and punctuation. I can save work and explain the importance of saving content. I can retrieve a piece of digi- tal work from a specific loca- tion? I can create and edit a piece of digital content for a specific purpose?	I can explore information from a given website. I can consider layout and design to present a piece of work with appropriate fonts sizes, images etc. I can organise and store data purposefully e.g. in a chart or table. I can identify uses of infor- mation technology in the wider community. I can create, organise and manipulate e.g. video or edited image with technolo- gy (supported). I can organise content effectively to make working more efficient. I can store and retrieve my work e.g. storing images in a folder or app on a device.	I can improve the quality and presentation of my work using editing and formatting techniques with support e.g. images, font, background colours, tables etc. I can create with technology e.g. video, animation, e- book. I can carry out a question- naire to collect, analyse, evaluate and present data and information. I can understand what key words are and how search engines put most useful websites at the top. I can use advanced search tools including filtering re- sults by adding detail and awareness of most popular results being at the top. I can collect and store data e.g. sort images/documents into folders.	I can improve the quality and presentation of my work using editing and formatting tech- niques, while reflecting on my choices, with increasing com- petence (including transitions and sounds) e.g. images, font, background colours, tables etc. I can use a search engine, to navigate the internet, gather- ing information from a range of sources. I can understand that not all sources are accurate and can check information using differ- ent sites. I can explore what a computer network is. I can explain that any infor- mation has to be converted to numbers (binary) on a com- puter. I can make judgments of what apps may be required to cre- ate e.g. Microsoft word to create a document, iMovie to edit a video clip. I can confidently use a range of apps/software (combined) to create content.	I can improve the quality and presen- tation of my work choosing efficient editing and formatting techniques to accomplish a given goal. When using websites, I am aware that not everything I read online is true and I know strategies to check the validity of information on the internet. I can record and produce a short audio podcast and understand basic elements of audio editing e.g. back- ground music, sound effects. I can explain what equipment may be required to record good audio. I can explain that computers use binary code to transfer information within computer networks. I can identify the different parts of a webpage e.g. heading, adverts, search bar etc. I can explore that HTML is used for creating webpages as part of the world wide web.	I can use a spreadsheet/ database to collect and record data with support e.g. Numbers app to collect simple data. I can improve the quality and presentation of my work choos- ing efficient editing and for- matting techniques independent- ly. Reflecting on my choices. I can use a search engine and be aware that not everything. I read online is correct and that other people may be attempting to influence my opinions e.g. bias news. I can appreciate that different search engines use their own algorithms and select and rank results in different ways. I understand that the internet and the world wide web are not the same. I can explore how information/ data is transported on the inter- net and between devices using IP addresses. I can compare and appropriately select and combine a variety of software/devices in order to create content.

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Aspect	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Digital Literacy	I can help create rules 'code of conduct' rules when using technology in school. I can identify 'trusted adults' and discuss technology/online concerns with them. I can explore being respectful when using technology. I can explain what personal information is and give ex- amples of it. I can share information in an online community in a safe and respectful way by follow- ing set rules.	I can follow the 'code of conduct' rules when using technology in school and compare these to using technology outside of school. I know that when working with technology, certain activities may require adult supervision or the help of a 'trusted adult'. I know ways to deal with digital content or digital contact I find concerning. I can be safe when using technol- ogy and internet services, e.g. not oversharing. I can be respectful when using technology and internet services, in an online community e.g. not upsetting others. I know what personal information I should and shouldn't share on technical devices/online commu- nities.	I can explore what a good digital citizen is. I can explain why I cannot trust everyone online and where to go for help if something concerns/upsets me. I can explain what online bul- lying/cyber bullying is and know how to get help. I can understand the impact technology can have on my health, well-being and lifestyle. I can explain that content online is owned by the person who created it and copyright helps prevent people from steal- ing others work.	I can explain who I can share information with and how to keep my information secure. I can describe strategies to stay safe online in a range of online environments e.g. blocking, reporting content/users. I can describe what an avatar is and explain why using an avatar is advisable. I can explain what a secure, complex password is and give examples of weak and strong passwords. I can explain the term "digital footprint". I can define plagiarism and understand the legal and moral reasons not to plagiarise. I can distinguish the difference between free apps, paid apps and apps with in game pur- chases.	I can understand the impact of online bullying and know what to do if I am a victim or witness e.g. helpful websites and support lines to seek advice/help. I can understand that there are people online who may try to upset me. I can make a positive contribution to my online commu- nity. I can understand the impact tech- nology can have on my health, well-being and lifestyle and dis- cuss solutions such as "Digital 5 a day". I can discuss the positives and negatives of being an online influ- encer. I can discuss how identities can be copied by other users (catfishing) and can minimise the risk of this happening e.g. protect- ing devices from harm, limit per- sonal information, strong pass- words etc. I can explore how photos can be altered digitally distorting percep- tions of beauty, potentially dam- aging physical and mental health. I can identify Spam, as well as messages from unknown users; and know how to deal with these. I can make informed choices when identifying Fake News and misin- formation.	I can explain how to protect my computer or device form harm on the internet (anti- virus, firewall). I can explore the terms 'phishing, smishing and vish- ing'. I can support my friends to protect themselves and making good choices in their online communities, including report- ing concerns to an adult. I can explain the ways in which media can shape our ideas about gender e.g. gender stereotypes. (in particular ad- vertising). I know that digital technology can be potentially addictive and detrimental to our health and well-being. I can explore the positives and negative of AI (artificial intelli- gence).

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Vocabulary	Technical device, navi- gate, code of conduct, rules, trusted adults, online concerns, webpage, app, algo- rithm, sequence, instruc- tions, explore, safe, re- spectful, formatting, un- derlining, capitalising, save, personal infor- mation, online communi- ty, robot, digital device, retrieve, location, create, edit, digital content, bug, logical reasoning, pre- dict.	Rules, pledge, code of conduct, technology, compare, trusted adult, explore, website, layout, font, images, algorithm, sequence, commands, bugs, debug, digital con- tent, digital contact, safe, oversharing, store, data, chart, table, wider com- munity, create, organise, manipulate, programs, efficient, respectful, inter- net services, online com- munity, personal infor- mation, share, retrieve, app, choose, block pro- gramming, predict.	SMART with a heart, online. Explore, digital citizen, editing, for- matting, font, back- grounds, video, anima- tion, e-book, program, logical choices, sequence, sprites, online bullying, health and well-being, lifestyle, questionnaire, collect, analyse, evalu- ate, data, key words, search engine, debug, decomposition, commit- ment, perseverance, test- ing, reflecting, content, copyright, advanced search, filtering, store, documents, selection, logical reasoning, algo- rithms, debugging, input, output.	Communication, inter- net, online bullying, share, secure, safe, online environment, blocking, reporting, con- tent, user, editing, for- matting, reflecting, search engines, navi- gate, sources, sequence, selection, adapting, pro- gram, decomposition, avatar, password, sites (websites), computer network, patterns, repe- tition, adapting, test, logical reasoning, digital footprint, plagiarism, plagiarise, free apps, paid apps, in app/game purchases, binary, soft- ware, simulate, physical output.	Poll, online bullying, vic- tim, witness, online com- munity, efficient, editing, formatting, validity, logical reasoning, predict, bugs, reflecting, adapting, pro- gram, health, well-being, lifestyle, digital, online influencer, record, audio, podcast, binary code, transfer, computer net- works, write, test, se- quence, selection, repeti- tion, explore, conditionals, functions, catfishing, digi- tally altered, physical and mental health, webpage, hyper text mark up lan- guage (HTML), world wide web (WWW), com- mands, Spam, fake news, misinformation, physical systems.	Fake news, sources, device, internet, anti- virus, firewall, explore, phishing, smishing, vishing, spreadsheet, database, efficient, editing, formatting, reflecting, sequence, selection, repetition, programs, conditional, variable, online com- munities, reporting, media, gender stereo- types, advertising, search engine, influ- ence, news bias, algo- rithms, rank, logical reasoning, test, com- pare, for loops, digital technology, addictive, health and well-being, artificial intelligence (AI), world wide web (WWW), IP addresses, software, content, commands, input, out- put.