MOUNTFIELDS LODGE CORE LEARNING

COMPUTING

EXPLORE **P**ERSEVERE **I**NDEPENDENT **C**OMMUNICATE

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To code Explain what algorithms are. Create and debug simple programs to control motion, specifying user inputs to control events.	**To code** Explain how algorithms are implemented as programs on digital devices, and that programs follow precise instructions. Create and debug simple programs, specifying the nature of events (e.g. single event, loop or speed) and conditions for actions (e.g. waiting for a user input)	**To code** Specify conditions to trigger or control events, e.g. IF THEN. Use variables to store a value. Create, edit and control sounds.	**To code** Create conditions for actions by sensing proximity or waiting for a user input. Control variables using the functions define, set, change, show and hide. Use screen co-ordinates to control movement. Use the reporter operators.	**To code** Use IF and IF THEN ELSE conditions to control events or objects. Use lists to create a set of variables. Upload and edit sound files, adding effects and control-ling their implementation.	**To code** Design, write and debug programs to create an app. Control events using a range of sensing tools, and 'broadcasting' information as a trigger. Use the Boolean operators.
To communicate Use a range of applications and devices to retrieve and present digital information, including sound and images.	**To communicate** Use a range of applications and devices to retrieve, rec-ord and manipulate digital information, including video.	**To communicate** Use some of the advanced features of applications and devices to communicate ideas, through text and im-ages.	**To communicate** Use some of the advanced features of applications and devices (e.g. green screen) to communicate ideas, through text, images, video or messages.	**To communicate** Choose and use the most suitable advanced features of applications to communi-cate ideas, e.g. through web development and making movies.	**To communicate** Choose, use and combine the most suitable advanced features of applications to communicate ideas, e.g. through animation and CAD design.

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To collect Use simple databases to record, store and present information.	**To collect** Use simple databases to classify, question and manipulate information.	**To collect** Devise and construct a database using applications, which can be searched.	**To collect** Devise and construct a spreadsheet to make calculations or solve problems. Use search technologies, and appreciate how results are selected and ranked.	**To collect** Select appropriate applications to devise, construct and manipulate data, and present it effectively. Use search technologies, and appreciate how results are selected and ranked; be discerning in evaluating digital content.	**To collect** Devise, construct, manipulate and combine a variety of appropriate applications to collect, analyse, evaluate and present data and information.
To connect Participate in class social media accounts, e.g. comments/blogging on Seesaw.	**To connect** Use communication software or applications to create and reply to messages.	**To connect** Explain how online services work, (e.g. email) and create and send appropriate messages.	**To connect** Contribute to blogs that are moderated by teachers.	**To connect** Understand how simple networks are set up and used. Understand the effect of online comments, and show responsibility and sensitivity when online.	**To connect** Collaborate with others online on approved and moderated sites, showing responsibility and sensitivity. Understand and demonstrate knowledge of copyright rules.
Use technology safely and respectfully, keeping personal information private; identifying where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			