

Termly Overview- North Cockerington 2023-24 2023-24 - Cycle A

Year 1/2- A 2023-24	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science		NCCE- Year 2 Programming A- Robot Algorithms (Beebots) 6 weeks NC1C To understand instructions in sequences and the use of logical reasoning to predict outcomes. To learn about design in programming. AL PG				NCCE Year 2 Programming B- Introduction to Quizzes (Scratch Jr) 6 weeks NC1A This unit initially recaps on learning from the Year 1 ScratchJr unit 'Programming B – Programming animations'. Learners begin to understand that sequences of commands have an outcome, and make predictions based on their learning. They use and modify designs PG DD
Date:						
Information Technology- Software	Ensure Y1 pupils know how to logon (Unit 1:1 as guide if needed)			Unit 2:4 Questioning 5 weeks NC1D To learn about data handling tools that can give more information than pictograms. DI CS	Unit 2:6 Creating Pictures 5 weeks NC1D To learn the functions of the 2Paint a Picture tool. CS ET	
Date:						

Information Technology-Uses			NCCE- Year 1 Computing Systems and Networks- Information Technology Around Us 6 weeks (can be condensed to 2/3) NC1E To understand of technology and how it can help in everyday lives. Become familiar with the different components of a computer by developing their keyboard and mouse skills. CS AL			
Date:						
Digital Literacy Unit 2:2 Online Safety 3 weeks NC1F – To refine internet searches, use email and understand digital footprint. NW SS						

Year 1/2- B 2024-25	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science			NCCE- Year 1 Programming A- Moving a Robot (Beebots) 6 weeks NC1A & B Learners will explore using individual commands, both with other learners and as part of a computer program AL PG			NCCE- Year 1 Programming B- Introduction to Animation (Scratch Jr) 6 weeks NC1A NC1B programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms. AL PG
Date:						
Information Technology- Software	Unit 1:1 Online Safety & Exploring Purple Mash 4 weeks NC1D – To log on safely, save work and understand importance of logging off SS	Unit 1:3 Pictograms 3 weeks NC1D - To understand that data can be represented in picture format. DI			Unit 1:6 Animated Story books 5 weeks NC1D Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work. CM ET	
Date:						

Information Technology-Uses				Unit 1:9 Technology out of school 2 weeks NC1E - To find and understand examples of where technology is used in the local community CS		
Date:						
Digital Literacy Unit 1:1 Online Safety & Exploring Purple Mash 4 weeks NC1D – To log on safely, save work and understand importance of logging off SS						
Date:						

Year 3/4- A 2023-24	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science				NCCE- Year 3 Programming A- Sequence in Music 6 weeks NC2B to a selection of motion, sound, and event blocks which they will use to create their own programs, featuring sequences DD PG		NCCE- Year 3 Programming B- Events and Actions 6 weeks NC2A & B To design and code a maze-tracing program PG DD
Date:						
Information Technology- Software			Unit 3:6 Branching Databases 4 weeks NC2E To create a branching database to sort and interrogate data DI DD OR Unit 3:8 Graphing 3 weeks NC2E To enter and sort data in a graph DI DD		Unit 3:3 Spreadsheets 3 weeks NC2E To create a table of data in a spreadsheet and use tools such as: more than/less than/ equal to/spin DI ET	
Date:						
Information Technology- Uses	Unit 4:8 Hardware Investigators 2 weeks NC2D understand the different parts that make up a					

	desktop computer. NW CS					
Date:						
Information Technology- Searching		Unit 2:5 Effective Searching NC2D 3 weeks To understand the terminology associated with the Internet and searching. SS CS				
Date:						
Digital Literacy	Unit 3:2 Online Safety 3 weeks NC2D To understand how the Internet can be used in effective communication. SS NW					

Year 3/4- B 2024 - 25	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science		Unit 3:1 Coding 6 weeks NC2B To use flowcharts, timers, repetition, testing and debugging AL PG OR Code.org Year 3- Course C Sequencing Unit, Loops Unit, and Events Unit 3-4 weeks		Unit 4:5 Logo 4 weeks NC2B To use 2Logo to input instructions and use repetition PG AL		
Date:						
Information Technology- Software			Unit 4:6 Animation 3 weeks NC2E To create animated images including using onion skinning and stop motion. CM ET		Unit 3:4 Touch Typing 4 weeks NC2E To effectively use both the left and right hands to touch type ET OR Unit 4:4 Writing for different audiences 5 weeks NC2E To explore/use font size and style to affect the impact of a text MC ET	
Date:						

Information Technology- Uses						
Date:						
Information Technology- Searching						Unit 4.7 Effective Search 3 weeks NC2D To use search effectively to find out information and assess whether an information source is true and reliable NW ET
Date:						
Digital Literacy	Unit 4:2 Online Safety 4 weeks To understand that information put online leaves a digital footprint or trail and that this can aid identity theft SS NW					

Year 5/6- A 2023-24	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science				NCCE- Year 4 Programming A- Repetition in Shapes 6 weeks NC2B & C create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language. PG AL OR Unit 4:5 Logo 4 weeks NC2B To use 2Logo to input instructions and use repetition PG AL *		NCCE _ Year 5 Programming A Selection in Physical computing 6 weeks - NC2B - become familiar with the Crumble controller, some of its associated components and the programming environment used to control it
Date:						
Information Technology- Software		Unit 5: 3 Spreadsheets 6 weeks NC2E o use formulae within a spreadsheet DI ET			Unit 5:5 Game Creator 5 weeks NCE2 To plan, design and create a game using 2DIY 3D tool DD ET	
Date:						

Information Technology-Uses			Unit 6.6 Networks 3 weeks NC2D To understand what the internet consists of (www, LAN, WAN)			
Date:						
Information Technology-Searching	Unit 5.2 Online Safety 3 weeks NC2G To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information NW SS					
Date:						
Digital Literacy	Unit 5.2 Online Safety 3 weeks NC2G To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information NW SS					

Year 5/6- B 2024-25	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Computer Science		NCCE- Year 4 Programming B- Repetition in Games 6 weeks NC2B To understand the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition PG AL		NCCE- Year 5 Programming B- Selection in Quizzes 6 weeks NC2B & C to write programs that ask questions and use selection to control the outcomes based on the answers given. They use this knowledge to design a quiz in response to a given task and implement it as a program. To conclude the unit, learners evaluate their program by identifying how it meets the requirements of the task, the ways they have improved it, and further ways it could be improved AL PG		
Date:						
Information Technology- Software			Unit 5.4 Databases 4 weeks NC2E Children can create their own			Unit 6.7 Quizzing 6 weeks NC2E To make a quiz (using 2Quiz) that

			database on a chosen topic and add records DI ET			requires the player to search a database DI ET
Date:						
Information Technology- Uses					Unit 4:8 Hardware Investigators 2 weeks	
Date:						
Information Technology- Searching		Topic searching				
Date:						
Digital Literacy	Unit 6: 2 Online Safety 2 weeks NC2F To identify the positive and negative influences of technology on health and the environment NW SS					

National Curriculum Assessment Overview

KS1

	Pupils should be taught to:
NC1A	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
NC1B	create and debug simple programs
NC1C	use logical reasoning to predict the behaviour of simple programs
NC1D	use technology purposefully to create, organise, store, manipulate and retrieve digital content
NC1E	recognise common uses of information technology beyond school
NC1F	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.

KS2

	Pupils should be taught to:
NC2A	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
NC2B	use sequence, selection, and repetition in programs; work with variables and various forms of input and output
NC2C	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
NC2D	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
NC2E	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
NC2F	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
NC2G	use search technologies effectively.

Teach Computing Taxonomy

Abbreviation	Strand	Description
NW	Networks	Understand how networks can be used to retrieve and share information and come with associated risks
CM	Creating Media	Select and create a range of media including text, images, sounds and video.
DI	Data & Information	How is data stored, organised and used to represent real world artefacts and scenarios
DD	Design & Development	The activities involved in planning, creating and evaluating computing artefacts
CS	Computing Systems	What is a computer, how do its constituent parts function together as a whole
IT	Impact of Technology	How individuals, systems and society as a whole interact with computer systems
AL	Algorithms	Being able to comprehend, design, create and evaluate algorithms
PG	Programming	Creating software to allow computers to solve problems
ET	Effective Use of tools	Use software tools to support computing work
SS	Safety & Security	Understanding risks when using technology and how to protect individuals and systems