# Computing Sticky Knowledge Mapping

**Create programmes 5**
• use technology to control an external device

**Create programmes 6**
• write a program that combines more than one attribute

**Develop programmes 5**
• develop a program that has specific variables identified

**Develop programmes 6**
• develop a sequenced program that has repetition and ariables identified

**Reasoning 5**
• analyse and evaluate information reaching a conclusion that helps with future developments

**Reasoning 6**
• design algorithms that use repetition and 2-way selection

**Search engine 5s**
• understand how search results are selected and ranked

**Search engines 6**
• be aware that some search engines may provide misleading information

**Using programmes 5**
• combine sequences of instructions and procedures to turn devices on and off

**Using programmes 6**
• present the data collected in a way that makes it easy for others to understand

**Safe use 5**
• understand that they have to make choices when using technology and that not everything is true and/or safe

**Safe use 6**
• Be increasingly aware of the potential dangers in using aspects of IT and know when to alert someone if feeling uncomfortable

## Years 5&6

**Safe use 3**
• use technology respectfully and responsibly
• Know different ways they can get help, if concerned

**Safe use 4**
• recognise acceptable and unacceptable behaviour using technology

**Using programmes 3**
• understand what computer networks do and how they provide multiple

**Using programmes 4**
• produce and upload a podcast.

**Search engines 3**
• use a range of software for similar purposes
• collect and present information

**Search engines 4**
• select and use software to accomplish given goals

**Networks 3**
• navigate the web to complete simple searches

**Networks 4**
• know how to search for specific information and know which information is useful and which is not

**Reasoning 3**
• discern when it is best to use technology and where it adds little or no value

**Reasoning 4**
• make an accurate prediction and explain why they believe something will happen (linked to programming)

**Develop programmes 3**
• design a sequence of instructions, including

**Develop programmes 4**
• experiment with variables to control models

**Create programmes 3**
• write programs that accomplish specific goals

**Create programmes 4**
• give an 'on-screen' robot specific instructions that takes them from A to B

## Years 3&4

## Years 1&2

**Algorithms 1**
• create a series of instructions and plan a journey for a programmable toy

**Algorithms 2**
• understand that algorithms are used on digital devices

**Create Programmes 1**
• create, store and retrieve digital content

**Create Programmes 2**
• write a simple program and test it

**Using technology 1**
• use a website and a camera
• record sound and play back

**Using technology 2**
• use a website and a camera
• record sound and play back

**Reasoning 2**
• predict what the outcome of a simple program will be (logical reasoning).

**Uses of IT beyond school 1**
• talk about some of the IT uses in their own home

**Uses of IT beyond school 2**
• talk about some of the IT uses in their own home

**Safe use 1**
• use technology safely
• keep personal information private

**Safe use 2**
• use technology safely
• keep personal information private
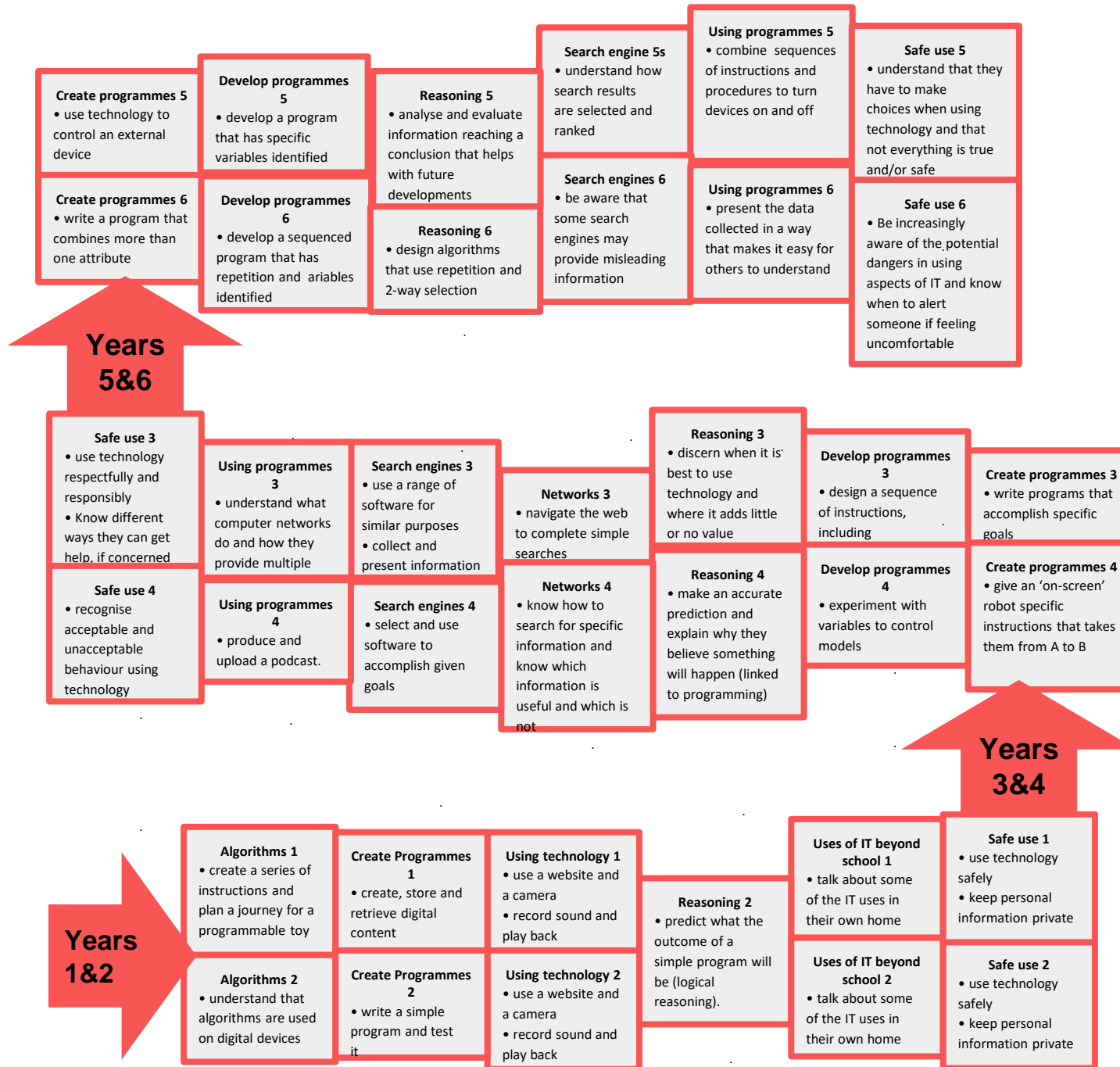
# Computing Curriculum Mapping

At Everton Heath Primary School we follow the "Teach Computing" scheme for delivering our computing curriculum:

| Year Group | Themes | | | | | |
|---|---|---|---|---|---|---|
| | Cycle A | | | Cycle B | | |
| **Years 1 & 2** | Technology Around Us (Year 1) IT Around us (Year 2)<br><br>Digital Photography | Pictograms Programming animations (Yr 1 unit) | Digital Writing Programming quizzes (Year 2) | Technology Around Us (Year 1) IT Around us (Year 2)<br><br>Digital Painting | Grouping data<br><br>Moving a robot (Year 1) | Digital music<br><br>Robot algorithms (Yr 2 units) |
| **Years 3 & 4** | Connecting Computers / The Internet (Year 3 and 4 unit)<br><br>Stop-frame Animation | Data logging<br><br>Events and Actions | Photo editing<br><br>Repetition in Shapes | Connecting Computers / The Internet (Year 3 and 4 unit)<br><br>Desktop publishing | Branching databases<br><br>Sequencing sounds (Year 3) | Audio production<br><br>Repetition in games (Year 4) |
| **Years 5 & 6** | Communication and collaboration<br><br>Video Production | Intro to spreadsheets<br><br>Selection in physical computing | Web page creation<br><br>Variables in Games | Systems and searching<br><br>Intro to Vector graphics | Flat-file databases<br><br>Selection in quizzes | 3D modelling<br><br>Sensing movement |