

Computing – West Vale Core Curriculum Expectations

Purpose of study: Pupils are to be taught the principles of information and **computation**, how digital systems work, and building on this knowledge use **information technology** to create programs, systems and a range of content. Pupils should become increasingly **digitally literate** – able to use and develop their ideas through digital technologies – ready for the future workplace and as active participants in a digital world.

Year Group Progression	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Teaching & Learning will cover the knowledge & understanding of Computer Science, Information Technology & Digital Literacy (including Online Safety).							
Computer Science	Skills Making things happen. Sequencing. Simple instructions. Basic control.	Understand that digital devices follow precise instructions. Create and debug simple programs	Understand what algorithms and programs are. Develop programming ability.	Write programs that accomplish specific goals.			
				Use sequence and repetition in programs.	Inputs variable data, uses selection, broadcasts and variables in programs.	Uses lists in programs, plus various forms of input and output.	Independent program development to meet a given goal. Control a responsive input & output system.
Examples	Simple control toys. Card/photo sorting. Programmable toys. Apps on tablets.	Bee-Bot activities. Espresso Coding scheme code.org	Simulated Bee-Bot programming and control, debugging.	Espresso Coding activity progression			
Information Technology	Skills What is IT? What are computers for?	Recognise common uses of IT beyond school.	Create, save, open and edit digital content.	Understand networks including the internet.	Use search technologies effectively.	Appreciate how search results are selected and ranked.	Create presentations for given audiences.
				Select, use and combine a variety of software and services to design and create systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			
Examples	How do I, my family and my teachers use computers to help us in our lives?	Log on to the school network. Switch on and shutdown a computer.	Open, edit and save work. Use shapes to create a particular image; use different brush tools to create a particular image; create text and pictures about a shared theme.	Change the case of text; use bullets and numbering; use the <ctrl> key; insert and format text boxes. Invite Calderdale IT Technician to explain how network works.	Search a ready-made database to answer questions, add to a database; organise data in different ways; collect data and identify where it could be inaccurate; plan, create and search a database to answer questions.	Enter data and formulas into a spreadsheet; order and present data based on calculations; add, edit and calculate data; use a spreadsheet to solve problems; design a spreadsheet for a specific purpose.	Residential & other cross-curric presentations.
				Routine cross-curricular research and presentation of work eg. Seesaw usage			

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Digital Literacy (including Online Safety) Skills	How to use devices at home and school happily and safely.	Use technology safely and respectfully.	Keeping personal information private.	Understand digital communication tools.	Understand digital collaboration tools.		
	Knowing where to go for help and support.	Know where to go for help and support.			Be discerning in evaluating digital content.		
				Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact			
Examples	Smartie the Penguin Pantasurus	→	DigiDuck / Lee & Kim eSafety Storytimes	→	Caught in the Web Be Internet Legends	→	Grooming / Let's fight it together Be Internet Legends
Time per Year	Digital Literacy should be taught throughout the year, with key focus dates on Online Safety in hts: 1, 2, 3 & 6 (after Summer break, before new Christmas device gifts, Online Safety day, & before Summer break). IT skills should be taught within 1/2 hts and used to enhance other subjects additionally. CS skills developed over 2/3 hts spread over the year.						