

Term 1	Term 2	Term 3
<p>e-Safety</p> <p>Communication & Networks</p> <p>Use technology safely, respectfully and responsibly.</p> <ul style="list-style-type: none"> Build on knowledge from KS1. Keeping ourselves safe online. Not sharing private information, including information that could be gathered from photos you post online. Focus on passwords, what makes a strong password and the protection of passwords. <p>Respecting other people's privacy online.</p>	<p>e-Safety</p> <p>Communication & Networks</p> <p>Recognise acceptable/unacceptable behaviour.</p> <ul style="list-style-type: none"> Children to recognise the impact that they may have on others online. Awareness of social media sites for their age group and appropriate conduct, treating others as you would treat someone in front of you. Schools acceptable use policy. 	<p>e-Safety</p> <p>Communication & Networks</p> <p>Identify a range of ways to report concerns about content and contact.</p> <ul style="list-style-type: none"> Building upon KS1 understanding of who to report issues and concerns to. What kind of content to report and the people they can be reported to. Teachers, Parents, CEOP, Police, Childline. <p>Adjust to be age appropriate/issues that may be evident in the cohort.</p>
<p>Algorithms</p> <p>Programming & Development</p> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.</p> <ul style="list-style-type: none"> Builds on work from KS1 Looks at writing an algorithm to create a game or animation. 	<p>Algorithms</p> <p>Programming & Development</p> <p>Solve problems by decomposing them into smaller parts.</p> <p>Do not fix the problem for them. Get children to work collaboratively working on independence, resilience and persistence.</p>	<p>Algorithms</p> <p>Programming & Development</p> <p>Use sequence, selection and repetition on programs; work with variables and various forms of input and output.</p> <p>Sequence: step by step nature of programming and algorithms.</p> <p>Selection: instructions such as if.....then decisions (if it rains, then I will wear my coat).</p> <p>Repetition: repeat/loop until (keep going until 5 questions have been answered correctly)</p>

Planning for Computing

School

Our Lady's Year Group 4

Information Technology	Hardware & Processing	Data & Data Representation	Data & Data Representation	Data & Data Representation	Information Technology
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.	Review the use of technology in our everyday lives.	Test how insulation effects sound using a datalogger.	Collect, analyse, evaluate and present data and information.	Explore the conductive effects of different materials using a graphing program.	Be discerning in evaluating digital content.