Computing at Perryfields KS2

National Curriculum objectives	Key Vocabulary	Building Learning Power (BLP) Links	Personal Development **Plan + Prepare + Practise + Perform = Success**	Cultural Capital
Computer Science ♣ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ♣ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ♣ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ♣ 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 ways to report concerns about content and contact.	algorithm program instructions debug logical digital design precise unambiguous	• Perseverance • Noticing • Making links • Questioning • Imagining • Reasoning • Planning • Revising • Imitation	Links with high school – writing simple code. Sharing completed work, building upon learning or completing similar activities with parents.	Game creation New technology Picture news
Information Technology ♣ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ♣ 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	create organise manipulate retrieve digital edit collate data	Perseverance Absorption Noticing Making links Capitalising Interdependence Collaboration Imitation	Homework links. Learning log tasks e.g. traditions. Sharing completed work, building upon learning or completing similar activities with parents.	Research Picture news

Digital Literacy ♣ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of	technology safely respectfully private personal concerns report inappropriate	Noticing Making links Questioning Imagining Reasoning Revising Listening	Using technology outside of school appropriately and safely School assemblies Online safety links on the school website. Sharing completed work, building upon learning or completing similar activities with parents. Links with trips e.g. SafeSide	Research Online safety day Picture news

Vocabulary:

Vocabulary to be introduced/recapped each lesson and displayed where possible.

BLP:

Many BLP skills link to learning, such as absorption, managing distractions and perseverance and therefore may appear in most computing lessons. Depending on objective, BLP skills will apply and teachers to choose relevant BLP skills and display/discuss for each lesson.

Personal Development:

Where possible, links are made to outside school that will enhance the children's learning of Computing. This may include visitors, parents or class trips

Cultural Capital:

In order to prepare children for future success, we make links with our Computing topics to the real world and real life. Links with the high school and outside agencies to develop children's understanding of the importance of Computing. Online Safety Day allows for further reinforcement as well as covering topics in more detail and in a creative way.