Computer Science Coverage Primary					
Term	Program of Study	Year1	Year2	Year3	Year4	
1.1	Safe and responsible user	Communicate safely and respectfully online,	keeping personal information private	common uses of information technology	information technology beyond school	
1.2	Skills	Use logical reasoning to predict the behaviour of simple programs	Design and write programs that accomplish specific goals	Design and write programs controlling or simulating physical systems;	solve problems by decomposing them into smaller parts.	
2.1	Technology in the world	Organise, store, manipulate and retrieve data in still images	Organise, store, manipulate and retrieve data in moving images	Organise, store, manipulate and retrieve data in I pad technology	use search engines effectively; Primary research, image searches.	
2.2	Technical understanding	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.	Execute programs by following a sequence of instructions. Write and test programs	Use sequence, selection, and repetition in programs to create patterns and games action	In programs; work with variables and various forms of input and output; generate appropriate inputs and predicted outputs to test programs.	
3.1	Digital application	Online identities	Social Networking	Creating and sharing content Gaming	Using ICT to help learning	
3.2	Project: Core skills	I can use ICT to communicate with others (af5)	Developing mouse and keyboard skills. Saving work in ICT folder (af2)	Share my ideas and creativity by ICT (af1)	Investigate and answer questions (af3)	

Computer Science Coverage Key Stage THREE								
Term	Program of Study	Year1	Year2			
1.1	Safe and Responsible user	Select use and combine a variety of software within internet services	Select use and combine a variety of software on a range of digital devices			
1.2	Skills	solve problems by decomposing them into smaller parts.	Use logical reasoning to explain how a simple algorithm works			
2.1	Technology in the world	Describe how internet search engines find and store data; use search engines effectively; be discerning and evaluating digital content	Respect individuals and intellectual property; use technology responsibly, securely and safely.			
2.2	Technical understanding	Understand simple BOOLEAN Logic (such as AND, OR, NOT) and its use in determining which parts of a program are executed;	use Boolean logic and wild-cards in search or database queries;			
3.1	Digital application	Finding, retrieving and validating information	Impact of ICT on Society			
3.2	Project	Logging on to the computer Creating ICT folder and save (af4)	Use ICT to communicate with others in agreed rules (af5)			

Computer Science Coverage Key Stage Four					
Term	Program of Study	Year1	Year2	Year3		
1.1	Safe and Responsible user	To accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Create, reuse revise and repurpose digital information and content with attention to design, intellectual property and audience.	Create a power point/ I pad video describing how to keep safe and be a responsible digital technology user		
1.2	Skills	Understand the hardware and software components that make up networked computer systems, how they interact, and how they affect cost and performance; explain how networks such as the internet work; understand how computers can monitor and control physical systems.	Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs.	Use and apply understanding of the hardware and software components that make up networked computer systems, how they interact, and how they affect cost and performance;		
2.1	Technology in the world	Undertake creative projects that involve selecting, using, and combining multiple	Achieve challenging goals, including collecting and analysing data and	Across a range of devices investigate the creative applications of digital technology		

		applications, , to achieve challenging goals,	meeting the needs of known users in a project			
2.2	Technical understanding	By investigation appreciate how search engine results are selected and ranked.	Understand how computers can monitor and control physical systems.	Explain how networks such as the internet work; Wi fi, blue tooth, LAN, roaming.		
3.1	Digital application	Creating and sharing Gaming content including scope, scale + marketing	nature of ICT evolution (History)	Shift Happens Using Shift Happens 2014 to learn the rate and impact of digital applications across the world.		
3.2	Project	I can collect, record and organise data to answer questions and present findings.(af2)	Edit and format to develop and refine a project to improve its quality and presentation. (af1)	Search and use information from a range of sources judge its usefulness when investigating lines of enquiry. (af3)		

Computer Science Coverage Key Stage Five						
Term	Program of Study	Year1	Year2			
1.1	Safe and Responsible user					
1.2	Skills					
2.1	Technology in the world					
2.2	Technical understanding					
3.1	Digital application					
3.2	Project					