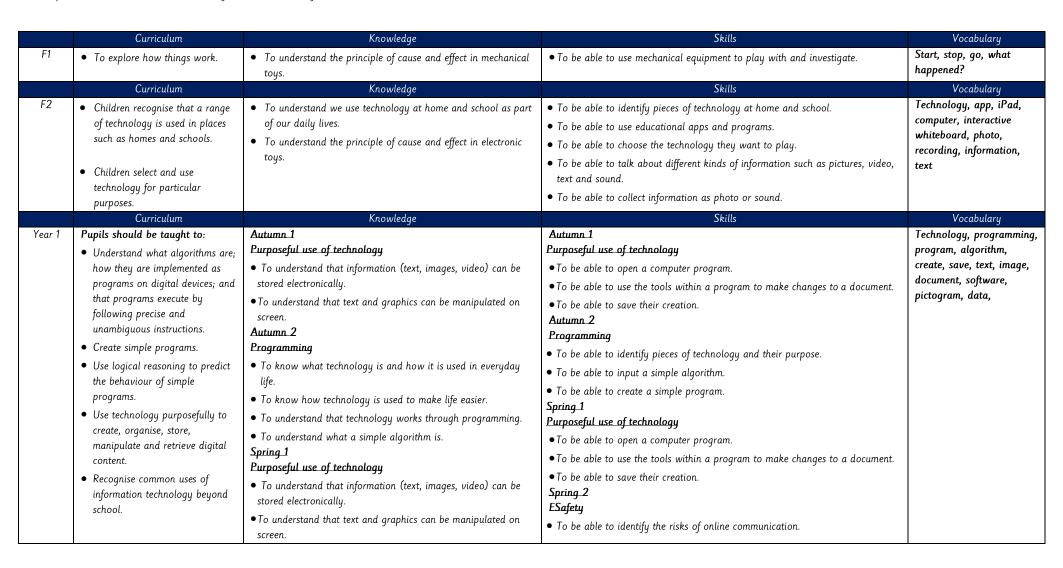
Overdale Curriculum - Computing

Intent

- To provide a high-quality computing education which is fully inclusive and accessible to every child.
- To equip the children to become digitally literate in order to participate in the rapidly changing world, whereby work and leisure are increasingly transformed by technology.
- To gain secure knowledge and skills which will encourage the children to use ICT to develop ideas, express themselves, solve problems and become digital thinkers.
- To develop the children's computer skills to enable them to become confident, creative and inquisitive learners who are able to be critical and challenge themselves.
- To provide the children with the knowledge and skills to be safe online.





	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	 Spring 2 ESafety To know that technology can be used to communicate with others, including strangers. To understand what their personal information is. To understand that not everyone online is friendly. To know what steps to take when they feel uncomfortable about something online. To understand the importance of limiting screen time. Summer 1 Purposeful use of technology To understand that information (text, images, video) can be stored electronically. To understand that text and graphics can be manipulated on screen. Summer 2 Purposeful use of technology To understand what a pictogram is and how it can display information. (taught through maths.) To understand how to create a pictogram. 	 To be able to keep personal information private. Summer 1 Purposeful use of technology To be able to open a computer program. To be able to use the tools within a program to make changes to a document. To be able to save their creation. Summer 2 Purposeful use of technology To be able to open a computer program. To be able to use the tools within a program to make changes to a document. To be able to save their creation. To be able to organise information in a digital pictogram.	
	Curriculum	Knowledge	Skills	Vocabulary
Year 2	Pupils should be taught to:	Autumn1	Autumn 1	Technology, programming,
Year 2	 Pupils should be taught to: Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. 	Autumn1 Programming To understand more complex computer programs To understand that a program behaves in a predictable way. Autumn 2 Purposeful use of technology To understand work can be retrieved to be edited further. To understand how to manipulate text and images in a variety of programs.	Autumn 1 Programming To be able to create more complex programs. To be able to debug a simple program. To be able to use logic and reasoning to predict the behaviour of simple programs. Autumn 2 Purposeful use of technology To be able to manipulate information on screen for a particular purpose and	Technology, programming, program, algorithm, retrieve, organise, predictable, unpredictable, debug, Venn diagram, data, collate

 Use technology safely and 	Purposeful use of technology	
respectfully, keeping personal	To understand work can be retrieved to be edited further.	
information private; identify	To understand how to manipulate text and images in a	
where to go for help and	variety of programs.	
support when they have		
concerns about content or		
contact on the internet or other		
online technologies.		