



Iver Village Junior School

Primary Curriculum

KS2 Computing Overview		Subject Overview 2019 - 2020		
Key Concepts	Develop an understanding of instructions, logic and sequence Develop an understanding of how to safely connect with others Use apps to communicate one's ideas Develop an understanding of databases and their uses			
Objectives to cover (Directly from NC)	A high quality computing education equips pupils to understand and change the world through logical thinking and creativity, including making links with mathematics, science and design and technology. Computing equips pupils to use information technology to create programs, systems and a range of media. It also ensures that pupils become digitally literate to enable them to be active participants in a digital world. Pupils will be taught to: <ul style="list-style-type: none"> • 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 • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour • select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information 			
	Autumn Term	Spring Term	Summer Term	
Year 3	Coding Online Safety	Spreadsheets Touch-typing Email	Branching databases Simulations Graphing	
Year 4	Coding Online Safety	Spreadsheets Writing for different Audiences	Logo Animation Effective searching Hardware Investigators	
Year 5	Coding Online Safety	Spreadsheets Databases	Games Creator 3D Modelling Concept Maps	
Year 6	Coding Online Safety	Spreadsheets Blogging Game Creator	Text Adventures Networks Quizzing	

