		Y3 Gods and Mor...	Y3 Mighty Metals	Y3 Predator!	Y3 Rocks, Relics a...	Y3 Urban Pioneers	Y4 Blue Abyss	Y4 Burps, Bottom...	Y4 Playlist	Y4 Traders and R...	Y5 Alchemy Island	Y5 Stargazers	Y5 Time Traveller	Y6 A Child's War	Y6 Blood Heart	Y6 Darwin's Delig...	Y6 Tomorrow's W...
Computing purpose	Programme of study Evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.																
Aims and purpose	Objectives > Year 1-6 Breadth (optional) ⚠ Be responsible, competent, confident and creative users of information and communication technology.																
	Objectives > KS2 8 Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.			2							1	1					4
	Objectives > KS2 13 Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.			3		1	1			1	1	1			1		4
	Objectives > KS2 8 Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.					2					1	1					4
	Objectives > KS2 9 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.					3										1	5
	Objectives > KS2 5 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			2											1		2
	Objectives > KS2 47 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.	1	2	7	1	1	4	3	2	1	4		5	2	2	6	6
	Objectives > KS2 9 Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.					3	1	1	1							1	2