



Computing Overview at St Gregory's



Autumn 1

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Coding	<ol style="list-style-type: none"> Understand that instructions control a computer Use simple directional commands Predict outcomes of commands Debug simple programs Explain what their program does 	<ol style="list-style-type: none"> Create programs using sequences Use logical reasoning to predict outcomes Identify and fix errors Use events in programs Explain improvements 	<ol style="list-style-type: none"> Use repetition (loops) Control on-screen objects Debug increasingly complex code Explain algorithms Test program accuracy 	<ol style="list-style-type: none"> Use variables to control outcomes Combine repetition and selection Debug using logical steps Explain how variables change programs Evaluate effectiveness 	<ol style="list-style-type: none"> Use variables confidently Design algorithms to solve problems Use selection and repetition together Debug efficiently Justify coding choices 	<ol style="list-style-type: none"> Design complex algorithmic solutions Combine variables, selection, repetition Debug independently Explain how code meets a purpose Refine programs for efficiency

Autumn 2

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online Safety & Digital Citizenship	<ol style="list-style-type: none"> Identify trusted adults 	<ol style="list-style-type: none"> Understand online rules 	<ol style="list-style-type: none"> Understand online identity 	<ol style="list-style-type: none"> Understand privacy and passwords 	<ol style="list-style-type: none"> Evaluate online behaviour 	<ol style="list-style-type: none"> Understand online reputation



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<ul style="list-style-type: none"> 2. Recognise personal information 3. Understand rules for device use 4. Know what to do if worried online 5. Use technology safely 	<ul style="list-style-type: none"> 2. Identify personal vs private information 3. Know how to report concerns 4. Use respectful language 5. Recognise unsafe content 	<ul style="list-style-type: none"> 2. Recognise respectful communication 3. Know how to report concerns 4. Understand digital footprints 5. Explain safe choices 	<ul style="list-style-type: none"> 2. Identify cyberbullying 3. Explain consequences of online actions 4. Use technology respectfully 5. Know how to get support 	<ul style="list-style-type: none"> 2. Understand data privacy 3. Identify misinformation 4. Manage digital footprints 5. Explain safe online strategies 	<ul style="list-style-type: none"> 2. Identify manipulation and bias 3. Manage privacy settings 4. Respond appropriately online 5. Evaluate digital responsibility
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Spring 1

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Spreadsheets & Data	<ul style="list-style-type: none"> 1. Recognise tables as ways to store information 2. Enter simple data 3. Use images and symbols 4. Count data entries 5. Explain what data shows 	<ul style="list-style-type: none"> 1. Create simple tables 2. Enter and organise data 3. Use simple formulas (totals) 4. Interpret 	<ul style="list-style-type: none"> 1. Use spreadsheets to collect data 2. Use simple formulas 3. Create basic graphs 4. Interpret data 	<ul style="list-style-type: none"> 1. Use formulas with accuracy 2. Create bar charts 3. Analyse results 4. Identify trends 	<ul style="list-style-type: none"> 1. Use complex formulas 2. Create multiple graphs 3. Compare datasets 4. Draw 	<ul style="list-style-type: none"> 1. Use spreadsheets to model scenarios 2. Use formulas efficiently 3. Analyse large datasets 4. Justify conclusions



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		results 5. Explain findings	patterns 5. Evaluate accuracy	5. Explain conclusions	data-based conclusions 5. Evaluate reliability	with evidence 5. Evaluate limitations of data
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Spring 2

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Digital Media – Images & Graphics	1. Use tools to draw images 2. Select colours and tools 3. Save work correctly 4. Explain choices made 5. Improve images	1. Edit images digitally 2. Combine text and images 3. Use crop and resize tools 4. Save versions 5. Evaluate work	1. Use layers and effects 2. Edit images for purpose 3. Combine images effectively 4. Explain design choices 5. Improve design	1. Create complex digital images 2. Use effects purposefully 3. Combine text and graphics 4. Evaluate visual impact 5. Refine designs	1. Design graphics for specific audiences 2. Apply consistent visual style 3. Edit precisely 4. Explain design effectiveness 5. Refine professionally	1. Create professional-quality graphics 2. Design for purpose and audience 3. Evaluate impact critically 4. Apply refinements independently 5. Justify design decisions



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Summer 1

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Technology Around Us / Information Technology	<ol style="list-style-type: none"> 1. Identify technology at school and home 2. Explain what technology does 3. Use devices safely 4. Follow basic instructions 5. Talk about technology use 	<ol style="list-style-type: none"> 1. Understand different types of technology 2. Use IT tools independently 3. Follow step-by-step instructions 4. Explain uses of technology 5. Evaluate usefulness 	<ol style="list-style-type: none"> 1. Choose appropriate IT tools 2. Understand networks at a basic level 3. Use storage systems 4. Explain how information is shared 5. Evaluate effectiveness 	<ol style="list-style-type: none"> 1. Understand networks including the internet 2. Explain how data is shared 3. Use cloud storage 4. Identify risks 5. Evaluate technology choices 	<ol style="list-style-type: none"> 1. Understand how systems communicate 2. Explain data transfer 3. Identify hardware and software roles 4. Evaluate efficiency 5. Solve IT problems 	<ol style="list-style-type: none"> 1. Explain how networks work 2. Understand cybersecurity basics 3. Evaluate digital systems 4. Troubleshoot issues 5. Explain responsible use

Summer 2

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Digital Writing, Animation & Independent Projects	1. Use a keyboard to	1. Create multimedia	1. Create animation	1. Create branching	1. Plan and create digital	1. Design and create an independent project



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	enter text 2. Use simple formatting 3. Combine text and images 4. Save and retrieve work 5. Share work	content 2. Combine text, sound and images 3. Structure digital work 4. Edit content 5. Evaluate outcome	sequences 2. Use timing and order 3. Add sound and text 4. Explain processes 5. Improve animations	animations 2. Combine coding with design 3. Evaluate user experience 4. Refine work independently 5. Explain choices	projects 2. Combine multiple tools 3. Manage digital files 4. Evaluate finished product 5. Reflect on learning	2. Select appropriate tools 3. Manage complexity 4. Evaluate effectiveness 5. Reflect on progress
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End of Key Stage Expectations

End of Key Stage 1	End of Key Stage 2
Pupils should be taught to: <ul style="list-style-type: none"> • 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 • use logical reasoning to predict the behaviour of simple programs • use technology purposefully to create, organise, store, manipulate and retrieve digital content 	Pupils should 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



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- recognise common uses of information technology beyond school
- 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.

- 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
- 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
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.