Key Stage 2 National Curriculum Objectives		
Computer Science	Information Technology	Digital Literacy
Programming Problem solving Computational thinking Computer theory Logical thinking	Searching and Creating content word processing, presentations, online collaboration, data bases, spread sheets, images, movies	Online safety Using IT beyond the school

A - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output

C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

D - 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

E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

F - 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

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

Saint Charles' Catholic Voluntary Academy
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Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
3	CS	Computing systems and networks – Connecting computers D		Programming A – Sequence in music B			Programming B – Events and actions C
	IT		Creating media – Animation F		Data and information – Branching databases F	Creating media – Desktop publishing F	
	DL	Privacy and Security G School AUP	Online Relationships DG Online Reputation G (PSHE)	Online Bullying (PSHE) G Self image and Identity G	Health, Wellbeing and Lifestyle G	Managing Online Information EG	Copyright and Ownership G
4	CS	Computing systems and networks – The Internet E		Programming A – Repetition in shapes B	Data and information – Data logging B		Programming B – Repetition in games B
	IT		Creating media – Audio editing F			Creating media – Photo editing F	

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Year							
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Year							
5	CS	Computing systems and networks – Sharing information D		Programming A – Selection in physical computing A		Creating media – Vector drawing B	Programming B – Selection in quizzes C
	IT		Creating media – Video editing F		Data and information – Flat-file databases F		
	DL	Privacy and Security G School AUP	Online Relationships DG Online Reputation G (PSHE)	Online Bullying (PSHE) G Self image and Identity G	Health, Wellbeing and Lifestyle G	Managing Online Information EG	Copyright and Ownership G
6	CS	Computing systems and networks – Communication D	Creating media – Web page creation D D	Programming A – Variables in games B C			Programming B – Sensing B
	IT				Data and information – Spreadsheets F	Creating media – 3D Modelling F	

DL	Privacy and Security G School AUP	Online Relationships DG Online Reputation G (PSHE)	Online Bullying (PSHE) G Self image and Identity G	Health, Wellbeing and Lifestyle G	Managing Online Information EG	Copyright and Ownership G