



Victoria Park Junior School - Computing Curriculum

Problem Solving



Programming



Programming



Information Technology



Digital Literacy



Search, Comms & Networks



Respect
Equality
Aspiration
Responsibility
Courage
Love

Understand how an algorithm is implemented using a sequence of precise instructions, and predict the outcome.

Understand what inputs & outputs are, how they can be used and provide examples. Write & execute a program, including: various inputs and various outputs, predicting the outcome.

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Identify a range of software and explain its appropriate use. E.g. Word processors, Spreadsheets, Web browsers, art, presentation software.

Understands how to use a search engine responsibly & safely, and how to respond when presented with inappropriate content.

Navigates the web & can carry out effective web searches to collect digital content.

Design simple algorithms using loops and repeats, whilst detecting and correcting errors ie debugging.

Write and execute an efficient program, using forever loops and repeat commands.

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Create, modify and present digital content effectively, and for a given audience. Use appropriate tools to share work and collaborate online, giving constructive feedback to peers and make appropriate improvements based on feedback received.

Recognise what is acceptable & unacceptable behaviour when using technology and online services.

Understand the difference between the internet and online services such as the World Wide Web, and shows an awareness of a range of internet services.

Demonstrate how to decompose a problem into smaller parts to design an algorithm for a specific outcome.

Design, write and execute an efficient program, including selection (if...then) command and variables. Demonstrate how to declare and assign variables to increase programming possibilities.

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Select and use the appropriate software to create digital content to achieve a given task. Create, edit and share sound and video for a given task.

Explain what is acceptable and unacceptable behaviour when using technology and online services, and what the consequences may be.

Understands how to use search engines effectively, and how search results are selected and ranked.

Demonstrate a range of different strategies to solve a problem including: abstraction, decomposition, storyboarding, handwriting pseudo code.

Design, write and execute an efficient program, which demonstrates and understanding of the difference between, and appropriate use of if...then, if...then...else, and nested if statements. Use a variable and relational operators (e.g. <= >) within a loop to stop a program.

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Combine and use a range of digital content effectively to produce a tablet app for a specific audience. Evaluate the appropriateness of digital devices, internet services, and application software to achieve given goals.

Being aware of their digital footprint and managing conduct and contact appropriately and safely when using technology and online services.

Understands how to construct a website using html and css. Understands data transmission between computers over networks and the internet.

