Computing Genre Coverage Map

		Computing Systems and Networks		Programming and e-Safety		Creating Media	
KS1 Cycle 1		Marvellous Me	Autumn Colours	Superheroes	Rhymes and Stories	London's Burning	Castles
		Technology around us	Technology around us	Moving a Robot	Moving a Robot	Digital Writing	Digital Writing
KS1 Cycle 2		Once Upon a Time	Toys	Dinosaurs	Ready Steady Grow	Adventures	Coastline
		IT around us	IT around us	e-Safety	e-Safety	Digital Painting	Digital Painting
LKS2 Cycle 1		Magic Potions		King of the Food Chain		Flintstones	
		Connecting Computers		Sequencing Sounds		Photo Editing	
LKS2 Cycle 2		Roman Empire		Mighty Mountains		Wild Africa	
		The Internet		e-Safety		Stop Frame Animation	
UKS2 Cycle 1		Out of this World		Route 66		Tomb Raiders	
		Systems and Searching		Variables in Games		Web Page Creation	
UKS 2		For Queen and Country		Natural Disasters		Scrumptious	
		Communication and Collaboration		e-Safety		Video Production	

Key Stage 1	Key Stage 2
Pupils should be taught to: - 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	Pupils should be taught to: - 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

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content; - 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	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