



Wilbury Computing Overview- Composite Knowledge

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
EYFS	Do you have strategies for solving problems? Can you create a sequence? Can you use directional language? Do you know computers are machines that come in many different forms? Can you use a computer to perform a simple task? Do you know we can find information using computers? Can you find places on Google Maps?					
Year 1	<u>Introducing Algorithms</u> Computer Science Computers are machines that follow instructions. We write these instructions as algorithms.	<u>Logging On</u> Digital Literacy – inc. online safety Use a username and password to logon to the computer, navigate the web and create digital artefacts	<u>Personal information and iPads</u> Digital Literacy – inc. online safety How to stay safe when online and know who to ask for help	<u>Beebot Algorithms</u> Computer Science Write, test and debug algorithms for digital devices		
Year 2	<u>Navigating the Web and Staying Safe online</u> Digital Literacy – inc. online safety Use computers to navigate the World Wide Web and find information	<u>Writing Algorithms</u> Computer Science Write clear and precise algorithms for computers to follow	<u>Beginning Desktop Publishing</u> Digital Literacy – inc. online safety Use software to create digital artefacts	<u>Programming Probots</u> Computer Science Write, test and debug algorithms for digital devices		

Year 3	<p><u>Typing and Online Safety</u> Digital Literacy – inc. online safety Use computers confidently and safely and know what to do if concerned</p>	<p><u>Multimedia Presentations</u> Digital Literacy – inc. online safety Use a variety of software and be able to save and retrieve work between lessons</p>	<p><u>What’s Inside Your Computer</u> Computers, Networks and the WWW Identify the main computer components and their role</p>	<p><u>Input and Output Computer Science</u> Identify input and outputs and write simple programs to interact with them</p>	<p><u>Programming Sequence Computer Science</u> Write, test and debug programs using sequences and repetition</p>	<p><u>Programming Sequence Computer Science</u> Write, test and debug programs using sequences and repetition</p>
Year 4	<p><u>What’s Inside Your Computer</u> Computers, Networks and the WWW Identify the main computer components and their role</p>	<p><u>Input and Output Computer Science</u> Identify input and outputs and write simple programs to interact with them</p>	<p><u>Events, Actions and Sequences Computer Science</u> Write, test and debug programs using events, complex sequences and repeat loops</p>	<p><u>Events, Actions and Sequences Computer Science</u> Write, test and debug programs using events, complex sequences and repeat loops</p>		
Year 5	<p><u>Build Your Own Computer</u> Computers, Networks and the WWW Know the role of each part of a computer and the vital role of the operating system</p>	<p><u>Introducing Networks Computer Science</u> That computer networks are made by joining computers together</p>	<p><u>Introducing Selection and the Micro:bit Computer Science</u> Write, test and debug programs that use selection</p>	<p><u>Variables in Scratch Computer Science</u> Write, test and debug programs that make use of variables</p>	<p><u>Selection in Scratch Computer Science</u> Write, test and debug programs that use selection to control the flow of the program</p>	
Year 6	<p><u>Physical Computing Computer Science</u> Write, test and debug programs that control physical components</p>	<p><u>Introducing HTML Computers, Networks and the WWW</u> Recognise how websites are created and shared</p>	<p><u>Photo editing Digital Literacy – inc. online safety</u> Use software and recognise the impact digital technology has on our daily lives</p>	<p><u>Managing Online Information Digital Literacy – inc. online safety</u> Critically evaluate online information</p>	<p><u>3D Modelling Digital Literacy – inc. online safety</u> Use software and recognise the how technology is use din the world around us</p>	