





Computing Programme of Study – Year 5 and 6 Cycle A



		<p>world wide web; and the opportunities for communication and collaboration</p> <ul style="list-style-type: none"> • 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
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 Computing Programme of Study – Year 5 and 6 Cycle B 		
Autumn Life in World War II	Spring All Change	Summer Life Cycles Challenge
<p>Pupils are taught to:</p> <ul style="list-style-type: none"> • to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	<p>Pupils are taught to:</p> <ul style="list-style-type: none"> • to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	<p>Pupils are taught to:</p> <ul style="list-style-type: none"> • to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

<ul style="list-style-type: none">• understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities 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	<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	<ul style="list-style-type: none">• 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
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