



## Year 5/6 Cycle A: 2021-2022 / 2023-2024 / 2025-2026: **Computing**

Term 1	Term 2	Term 3 & 4	Term 5	Term 6
<b>Stargazers</b>	<b>Revolution</b>	<b>Frozen Kingdom</b>	<b>Blood Heart</b>	<b>Pharaohs</b>
<b>Computer Science</b>	<b>Digital Literacy and 1 ICT</b>	<b>ICT</b>	<b>Computer Science and 1 ICT</b>	<b>Digital Literacy</b>
<p><b>KS2:CO1-</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p><b>KS2:CO2-</b> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p><b>KS2:CO3-</b> Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p><b>KS2:CO6-</b> 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</p> <p><b>KS2:CO7-</b> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p><b>KS2:CO6-</b> 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</p> <p><b>KS2:CO4-</b> 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.</p>	<p><b>KS2:CO6-</b> 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</p>	<p><b>KS2:CO7-</b> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>



## Year 5/6 Cycle B: 2020-2021 / 2022-2023 / 2024-2025: **Computing**

Term 1	Term 2	Term 3 & 4	Term 5	Term 6
<b>Hola Mexico</b>	<b>A Child's War</b>	<b>Alchemy Island</b>	<b>Scream Machine</b>	<b>Beast Creator</b>
<p><b>KS2:CO6-</b> 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</p>	<p><b>KS2:CO6-</b> 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</p>	<p><b>KS2:CO6-</b> 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</p> <p><b>KS2:CO1-</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p><b>KS2:CO2-</b> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p><b>KS2:CO3-</b> Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p><b>KS2:CO5-</b> Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p> <p><b>KS2:CO6-</b> 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</p> <p><b>KS2:CO1-</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p><b>KS2:CO2-</b> Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p><b>KS2:CO3-</b> Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p><b>KS2:CO6-</b> 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.</p>