Subject	Aspect	Thread	Outcomes	Year
Computing	Year 6	Computing Systems & Networks - Bletchley Park	To understand the importance of having a secure password.	6
Computing	Year 6	Computing Systems & Networks - Bletchley Park	To know why the first computer was created and how it was used.	6
Computing	Year 6	Computing Systems & Networks - Bletchley Park	To understand about some of the historical figures that contributed to technological advances in computing.	6
Computing	Year 6	Computing Systems & Networks - Bletchley Park	To research and present information about historical figures in computing.	6
Computing	Year 6	Online Safety	Secure: Understand the term 'consent' in relation to the 'Terms and Conditions' of using certain online apps and websites.	6
Computing	Year 1	Computing Systems & Networks - Improving Mouse Skills	To log into a computer and access a website	1
Computing	Year 1	Computing Systems & Networks - Improving Mouse Skills	To develop mouse skills	1
Computing	Year 1	Computing Systems & Networks - Improving Mouse Skills	To use mouse skills to draw and edit shapes	1
Computing	Year 2	Computing Systems & Networks - What is a Computer?	To recognise the parts of a computer.	2
Computing	Year 2	Computing Systems & Networks - What is a Computer?	To recognise how technology is controlled	2
Computing	Year 2	Computing Systems & Networks - What is a Computer?	To recognise technology.	2
Computing	Year 2	Computing Systems & Networks - What is a Computer?	To create a design for an invention.	2
Computing	Year 2	Computing Systems & Networks - What is a Computer?	To understand the role of computers	2
Computing	Year 2	Computing Systems & Networks - Word Processing	To begin to learn to touch type.	2
Computing	Year 2	Computing Systems & Networks - Word Processing	To understand how to use a word processor.	2
Computing	Year 2	Computing Systems & Networks - Word Processing	To understand how to add images to a text document.	2
Computing	Year 2	Computing Systems & Networks - Word Processing	To create a poetry book using sources from the internet	2
Computing	Year 2	Computing Systems & Networks - Word Processing	To create a digital piece of writing	2
Computing	Year 3	Computing Systems & Networks - Journey Inside a Computer	To recognise basic inputs and outputs.	3
Computing	Year 3	Computing Systems & Networks - Journey Inside a Computer	To decompose a laptop and tablet computer, understanding the purpose of the various parts.	3
Computing	Year 3	Computing Systems & Networks - Networks & the Internet	To understand what a network is and how information moves around it (including our school network).	3
Computing	Year 3	Computing Systems & Networks - Networks & the Internet	To understand how the internet works and explain a website's journey.	3
Computing	Year 4	Computing Systems & Networks - Collaborative Learning	To understand that software can be used to work online collaboratively.	4
Computing	Year 4	Computing Systems & Networks - Collaborative Learning	To understand how to contribute to someone else's work effectively.	4
Computing	Year 4	Computing Systems & Networks - Collaborative Learning	To understand how to create a digital survey.	4
Computing	Year 4	Computing Systems & Networks - Collaborative Learning	To create and share a Microsoft Form.	4
Computing	Year 4	Computing Systems & Networks - Collaborative Learning	To analyse digital data.	4
Computing	Year 5	Computing Systems & Networks - Search Engines	To understand what a search engine is and how to use it.	5
Computing	Year 5	Computing Systems & Networks - Search Engines	To be aware that not everything online is true.	5
Computing	Year 5	Computing Systems & Networks - Search Engines	To search effectively.	5
Computing	Year 5	Computing Systems & Networks - Search Engines	To understand how search engines work.	5
Computing	Year 6	Computing Systems & Networks- AI	To explore the basics of AI	6
Computing	Year 6	Computing Systems & Networks- AI	To recognise how AI processes and responds to text prompts	6
Computing	Year 6	Data Handling - Big Data 1	To identify how barcodes and QR codes work.	6

Computing	Year 6	Data Handling - Big Data 1	To explore how infrared waves transmit data.	6
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To use freehand tools.	1
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To use the shape tool and the line tools.	1
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To use a computer on my own to paint a picture.	1
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To add and remove text on a computer.	1
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To identify that the look of text can be changed on a computer.	1
Computing	Year 1	Creating Media - Digital Writing/ Imagery	To use a digital device to take a photograph.	1
Computing	Year 2	Creating Media - Stop Motion	To understand what animation is	2
Computing	Year 2	Creating Media - Stop Motion	To create a stop motion animation (1)	2
Computing	Year 2	Creating Media - Stop Motion	To plan my stop motion animation.	2
Computing	Year 2	Creating Media - Stop Motion	To create a stop motion animation (2)	2
Computing	Year 5	Creating Media - Stop Motion Animation	To understand what animation is.	5
Computing	Year 5	Creating Media - Stop Motion Animation	To understand what stop motion animation is.	5
Computing	Year 5	Creating Media - Stop Motion Animation	To plan a stop motion video.	5
Computing	Year 5	Creating Media - Stop Motion Animation	To create a stop motion animation.	5
Computing	Year 3	Creating Media - Video Trailers	To plan a book trailer.	3
Computing	Year 3	Creating Media - Video Trailers	To take photos or videos to tell a story.	3
Computing	Year 3	Creating Media - Video Trailers	To edit a video using text and transitions.	3
Computing	Year 3	Creating Media - Video Trailers	To evaluate video editing.	3
Computing	Year 1	Data Handling - Introduction to Data	To represent data digitally in different ways e.g. pictogram, table, chart, branching database.	1
Computing	Year 4	Data Handling - Investigating Weather	To log data taken from online sources within a spreadsheet.	4
Computing	Year 4	Data Handling - Investigating Weather	To design an automated machine to respond to sensor data.	4
Computing	Year 4	Data Handling - Investigating Weather	To use tablets or digital cameras to present data.	4
Computing	Year 5	Data Handling - Mars Rover 1	To identify how and why data is collected from space.	5
Computing	Year 5	Data Handling - Mars Rover 1	To read and calculate numbers using binary code.	5
Computing	Year 5	Data Handling - Mars Rover 1	To use simple operations to calculate bit patterns.	5
Computing	Year 5	Data Handling - Mars Rover 1	To represent binary as text.	5
Computing	Year 6	Data Handling - Big Data 1	To recognise the uses of RFID.	6
Computing	Year 6	Data Handling - Big Data 1	To input, analyse and evaluate real-world data.	6
Computing	Year 6	Online Safety	Kind: Suggest and demonstrate ways the internet can be used to spread positivity. (including hashtags, positive instagram campaigns, showing support for those in need etc.)	6
Computing	Year 6	Computing Systems & Networks- AI	To recognise how AI can be used to explore and generate images	6
Computing	Year 1	Online Safety	Alert: Say whether something seems 'real' or 'fake'	1
Computing	Year 1	Online Safety	Balanced: List activities that make me feel happy online and any that make me feel sad or angry	1
Computing	Year 1	Online Safety	Brave: Say who I can talk to if something online makes me feel sad, angry or uncomfortable (both at school and home)	1
Computing	Year 1	Online Safety	Kind: Explain how I can work and play well with someone online	1
Computing	Year 1	Online Safety	Secure: Know the difference between private and public and why it is important to keep some information private	1
Computing	Year 1	Online Safety	Sharp: Know a range of ways you can communicate online and offline (including how this impacts what you share)	1
Computing	Year 2	Online Safety	Alert: Understand that someone online may not be who they say they are	2
Computing	Year 2	Online Safety	Balanced: Discuss activities that make me feel happy online and any that make me feel sad or angry, explaining why	2
Computing	Year 2	Online Safety	Brave: Say who I can talk to if something online makes me feel sad, angry or uncomfortable (both at school and home)	2
Computing	Year 2	Online Safety	Kind: Identify if a comment is positive or negative and describe how someone receiving it might feel	2
Computing	Year 2	Online Safety	Secure: Identify which information is okay to share online and who with (including considering who wants it and why)	2

Computing	Year 2	Online Safety	Sharp: Know the advantages and disadvantages of online communication vs. offline communication	2
Computing	Year 3	Online Safety	Alert: Describe ways to critically evaluate what we see on social media	3
Computing	Year 3	Online Safety	Balanced: Know what screen time is and how it can affect my wellbeing both positively and negatively (including impact on sleep, mood and physical health)	3
Computing	Year 3	Online Safety	Brave: Explain what I could do if something someone said or did online didn't feel right (at home and in school)	3
Computing	Year 3	Online Safety	Kind: Suggest ways to build positive and healthy online relationships	3
Computing	Year 3	Online Safety	Secure: Describe ways to keep personal information private online by using common sense and also safety tools (e.g. passwords, passcodes on devices, parental controls)	3
Computing	Year 3	Online Safety	Sharp: Know the difference between online vs. offline friendships and say how this impacts what you share	3
Computing	Year 4	Online Safety	Alert: Explain how social media can mislead or misrepresent reality.	4
Computing	Year 4	Online Safety	Balanced: Discuss the potential impact of online gaming on the user's emotional and physical wellbeing (including discussion on whether gaming addiction is real)	4
Computing	Year 4	Online Safety	Brave: Explain what I could do if something someone said or did online didn't feel right (at home and in school)	4
Computing	Year 4	Online Safety	Kind: Describe strategies I can use to respond to hurtful online behaviour, in ways that keep me safe and healthy (including blocking and reporting)	4
Computing	Year 4	Online Safety	Secure: Understand why it's important to have a 'strong' password and how to create one.	4
Computing	Year 4	Online Safety	Sharp: Explain what a digital footprint is and why it is important. (including comments, videos, images online)	4
Computing	Year 5	Online Safety	Alert: Identify different types of online scams people our age may experience, including 'phishing'.	5
Computing	Year 5	Online Safety	Balanced: Discuss the potential impact of social media on the user's emotional and physical wellbeing. (including peer pressure, portrayal of a 'perfect life', celebrities, online bullying, anonymous apps)	5
Computing	Year 5	Online Safety	Brave: Understand that there are organisations dedicated to keeping children safe online and how I can contact them. (including 'reporting' on social media, CEOP, Childline, IWF, police)	5
Computing	Year 5	Online Safety	Kind: Understand the term 'consent' in relation to sharing content online of other people. (including videos, images and mentioning related laws)	5
Computing	Year 5	Online Safety	Secure: Understand the risks associated with someone gaining access to a person's online accounts through hacking. (including bank accounts, social media accounts, emails etc.)	5
Computing	Year 5	Online Safety	Sharp: Explore ways to build a positive digital footprint (including comments, videos, images online)	5
Computing	Year 6	Computing Systems & Networks- AI	To apply AI-generated HTML code to the website Trinket	6
Computing	Year 6	Computing Systems & Networks- AI	To debate the ethical implications of AI	6
Computing	Year 6	Online Safety	Brave: Understand that there are organisations dedicated to keeping children safe online and how I can contact them. (including 'reporting' on social media, CEOP, Childline, IWF, police)	6
Computing	Year 6	Online Safety	Alert: Critically analyse a range of digital content, saying whether it is 'real' or 'fake'. (including advertisements, news, social media profiles)	6
Computing	Year 6	Online Safety	Balanced: Discuss the potential impact of influencers and advertising on the user's emotional and physical wellbeing.	6
Computing	Year 6	Online Safety	Sharp: Analyse what various digital footprints say about a person. (including comments, videos, images online)	6
Computing	Year 1	Programming - Algorithms Unplugged	To write clear algorithms.	1
Computing	Year 1	Programming - Algorithms Unplugged	To follow an algorithm.	1
Computing	Year 1	Programming - Algorithms Unplugged	To decompose a design into steps.	1
Computing	Year 1	Programming - Algorithms Unplugged	To identify bugs in an algorithm and how to fix them.	1
Computing	Year 1	Programming - Bee Bots	To recognise cause and effect when pressing buttons on a Bee-Bot.	1
Computing	Year 1	Programming - Bee Bots	To give a number of clear instructions in sequence.	1
Computing	Year 1	Programming - Bee Bots	To program a Bee-Bot to reach a destination.	1
Computing	Year 1	Programming - Bee Bots	Identify and correct mistakes in their programming.	1
Computing	Year 2	Programming - Algorithms & Debugging	To decompose a game to predict the algorithms that are used	2
Computing	Year 2	Programming - Algorithms & Debugging	To understand that computers can use algorithms to make predictions (machine learning).	2

Computing	Year 2	Programming - Algorithms & Debugging	To plan algorithms that will solve problems.	2
Computing	Year 2	Programming - Algorithms & Debugging	To understand what abstraction is.	2
Computing	Year 2	Programming - Algorithms & Debugging	To understand what debugging is.	2
Computing	Year 2	Programming 2 - ScratchJr	To use characters as buttons.	2
Computing	Year 2	Programming 2 - ScratchJr	To explore a new application .	2
Computing	Year 2	Programming 2 - ScratchJr	To create an animation using Scratch Jr.	2
Computing	Year 2	Programming 2 - ScratchJr	To follow an algorithm.	2
Computing	Year 2	Programming 2 - ScratchJr	To plan and use code to create an algorithm.	2
Computing	Year 3	Programming - Scratch	To explore a programming application.	3
Computing	Year 3	Programming - Scratch	To use repetition (a loop) in a program.	3
Computing	Year 3	Programming - Scratch	To program an animation.	3
Computing	Year 3	Programming - Scratch	To program a story.	3
Computing	Year 3	Programming - Scratch	To program a game.	3
Computing	Year 4	Programming - Computational Thinking	To understand that computational thinking is made up of four key strands.	4
Computing	Year 4	Programming - Computational Thinking	To understand what decomposition is and how to apply it to solve problems.	4
Computing	Year 4	Programming - Computational Thinking	To understand what pattern recognition and abstraction mean.	4
Computing	Year 4	Programming - Computational Thinking	To understand how to create an algorithm and what it can be used for.	4
Computing	Year 4	Programming - Computational Thinking	To combine computational thinking skills to solve a problem.	4
Computing	Year 4	Programming - Further Coding with Scratch	To recall the key features of Scratch.	4
Computing	Year 4	Programming - Further Coding with Scratch	To understand how a Scratch game works by using decomposition to identify key features.	4
Computing	Year 4	Programming - Further Coding with Scratch	To understand what a variable is and how to make one in Scratch.	4
Computing	Year 4	Programming - Further Coding with Scratch	To use knowledge of how variables work to create a quiz.	4
Computing	Year 5	Programming - Sonic Pi	To tinker with a new piece of software.	5
Computing	Year 5	Programming - Sonic Pi	To create a program that plays themed music.	5
Computing	Year 5	Programming - Sonic Pi	To program a soundtrack.	5
Computing	Year 6	Programming - Intro to Python	To tinker with a new piece of software.	6
Computing	Year 6	Programming - Intro to Python	To understand nested loops.	6
Computing	Year 6	Programming - Intro to Python	To understand basic Python commands.	6
Computing	Year 6	Programming - Intro to Python	To use loops when programming.	6
Computing	Year 6	Programming - Intro to Python	To understand the use of random numbers.	6