



# Gaskell Primary School – Computing Discovery

## GPS Drivers

- World Citizens
- Avid Adventurers
- Confident Communicators
- Creative Minds
- Healthy Pioneers

**AUTUMN 1 (Year 1)** ●●

**Digital Citizenship**  
Know what information should be kept private  
Now the rules for keeping safe online

**Digital Literacy**  
Logging in  
Typing  
Keyboard skills

**SPRING 1 (Year 1)**

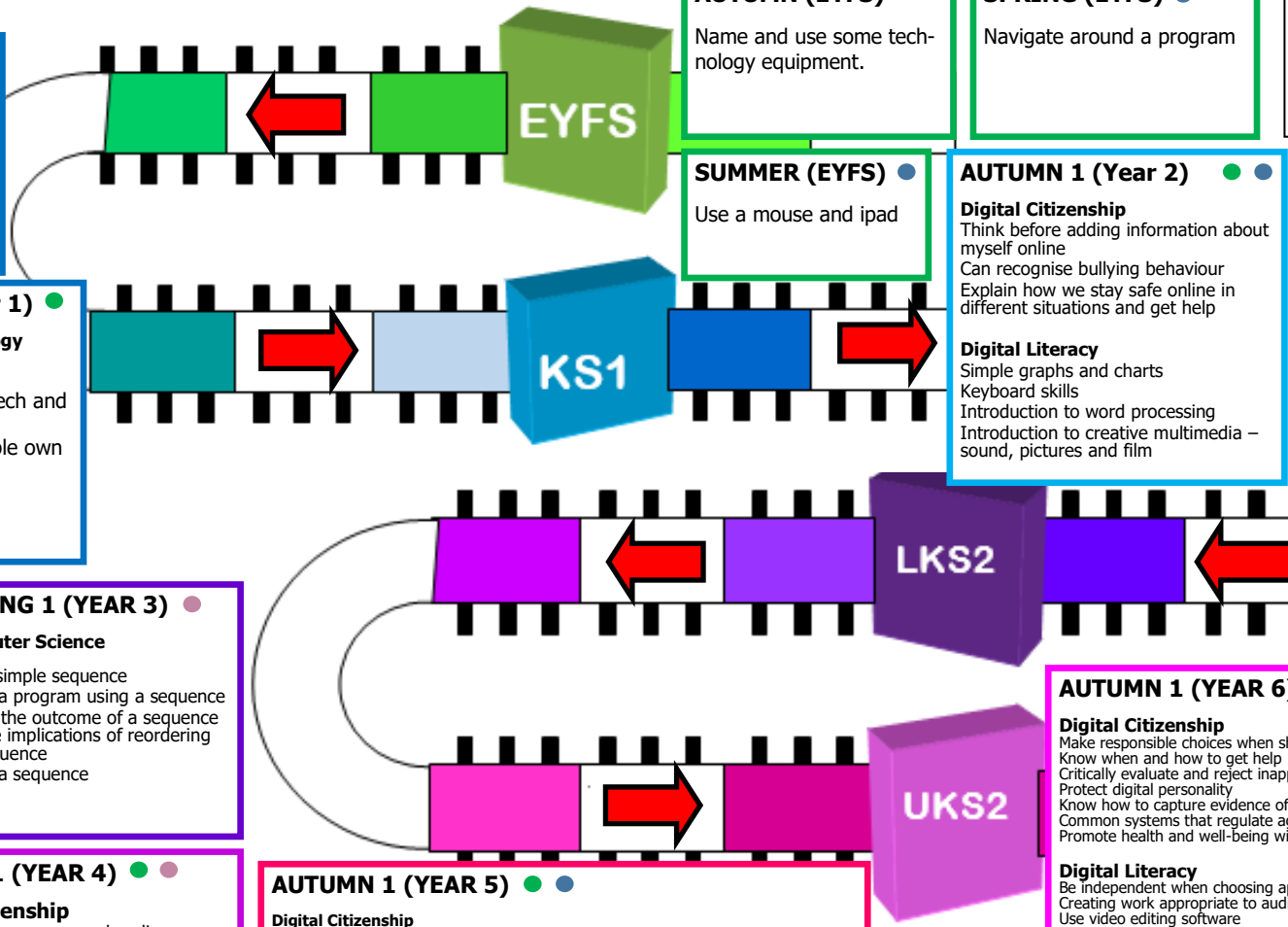
**Computer Science** ●●

Problem solving  
Following instructions  
Discuss and plan simple algorithm

**SUMMER 1 (Year 1)** ●

**Information Technology**

Typing skills  
Search using digital tech and key words  
Understand that people own work online



**AUTUMN (EYFS)** ●

Name and use some technology equipment.

**SPRING (EYFS)** ●

Navigate around a program

**SUMMER (EYFS)** ●

Use a mouse and ipad

**AUTUMN 1 (Year 2)** ●●

**Digital Citizenship**  
Think before adding information about myself online  
Can recognise bullying behaviour  
Explain how we stay safe online in different situations and get help

**Digital Literacy**  
Simple graphs and charts  
Keyboard skills  
Introduction to word processing  
Introduction to creative multimedia – sound, pictures and film

**SPRING 1 (Year 2)** ●

**Computer Science**

Development of directional language  
Debugging BeeBot activities when things go wrong  
Debug a simple program  
Recording algorithms

**SUMMER 1 (Year 2)** ●

**Information Technology**

Using the WWW and understanding if information is real or imaginary  
Understand how computers communicate with each other using

**AUTUMN 1 (YEAR 3)** ●

**Digital Citizenship**  
Talk about digital footprint  
Recognise that online identities can be different to real world identities

**Digital Literacy**  
Introduction to creative multimedia – sound, pictures and film  
Simple graphs and charts

**SPRING 1 (YEAR 3)** ●

**Computer Science**

Plan a simple sequence  
Create a program using a sequence  
Predict the outcome of a sequence and the implications of reordering the sequence  
Debug a sequence

**SUMMER 1 (YEAR 3)** ●

**Information Technology**

How do search engines help us find information  
Importance of strong passwords and how to share information safely  
Know how to save work to a specific location

**AUTUMN 1 (YEAR 4)** ●●

**Digital Citizenship**  
Know that anyone can search online profiles for information  
Discuss positives/negatives using technology

**Digital Literacy**  
Representing data  
Animation

**AUTUMN 1 (YEAR 5)** ●●

**Digital Citizenship**  
Make responsible choices when sharing online  
Know when and how to get help and be able to differentiate between types of bullying

**Digital Literacy**  
Review, edit and discuss why changes have been made to work  
Creating work appropriate to audience and website evaluation

**AUTUMN 1 (YEAR 6)** ●●●

**Digital Citizenship**  
Make responsible choices when sharing online  
Know when and how to get help  
Critically evaluate and reject inappropriate representations online  
Protect digital personality  
Know how to capture evidence of online bullying  
Common systems that regulate age-related content  
Promote health and well-being with regards to using technology

**Digital Literacy**  
Be independent when choosing appropriate software to create content  
Creating work appropriate to audience  
Use video editing software

**SPRING 1 (YEAR 4)** ●

**Computer Science**

Introduction to repeat / loop  
Plan a program using a repeat command  
Create a program using a repeat command  
Predict the outcome of repeat and the implications of reordering the repeat  
Debug coding when the outcome is not as expected

**SUMMER 1 (YEAR 4)** ●

**Information Technology**

Search engines, safe searching and copyright  
Find, save and import images and information from the internet  
How searching works and how to evaluate a website – 5 W's

**SPRING 1 (YEAR 5)** ●

**Computer Science**

Introduction to Selection / Conditional  
Plan a program for a quiz using selection  
Create a program for a quiz using selection  
Develop an awareness of abstraction when programming  
Predict the outcome of the program and the implications of reordering the code  
Debug code when the outcome is not as expected

**SUMMER 1 (YEAR 5)** ●

**Information Technology**

Find, save and import images and information from the internet  
How searching works and how to evaluate a website – 5 W's  
Reinforce the basics of using technology in our everyday lives.  
What the internal parts of a computer are and how they work

**SPRING 1 (YEAR 6)**

**Computer Science** ●

Introduction to Variable  
Plan a program for a quiz using a variable  
Create a program for a quiz using variable  
To have an awareness of abstraction when programming  
Predict the outcome of the program and the implications of reordering the code  
Debug code when the outcome is not as expected  
To plan and program a game which includes repeat, selection/conditional and a variable for a younger audience

**SUMMER 1 (YEAR 6)**

**Information Technology** ●

Alan Turing; how did he developed technology  
Elon Musk - how he is developing technology  
How to evaluate a website – 5 W's  
Understand copyright and how to cite references  
Maintaining privacy and updating app permissions  
What will technology look like in the future