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| Computing | **Autumn – Programming (Barefoot Computing)**  Key Stage 2 statements  Pupils should be taught to:   * design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts   Examples of activities to be used in discrete teaching can be found following the links below:   * [**control physical systems**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/control-physical-systems) * [**simulate physical systems**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/simulate-physical-systems) * [**solve problems by decomposing them into smaller parts**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/solve-problems-by-decomposing-them-into-smaller-parts)   Learning alongside discrete subjects throughout the week should include:  Using the Chromebooks efficiently and using School 360 to further learning  Beginning to use Google Classroom effectively.  **E Safety**  [**https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\_data/file/811796/Teaching\_online\_safety\_in\_school.pdf**](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/811796/Teaching_online_safety_in_school.pdf)  [**https://www.thinkuknow.co.uk**](https://www.thinkuknow.co.uk)  [**http://www.safetynetkids.org.uk/personal-safety/staying-safe-online/**](http://www.safetynetkids.org.uk/personal-safety/staying-safe-online/)  [**https://www.saferinternet.org.uk**](https://www.saferinternet.org.uk) | **Spring – Programming and Computer Networking (Barefoot Computing)**  Key Stage 2 statements  Pupils should be taught to:   * use sequence, selection, and repetition in programs; work with variables and various forms of input and output   Examples of activities to be used in discrete teaching can be found following the links below:   * [**work with variables**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/work-with-variables) * [**work with various forms of input**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/work-with-various-forms-of-input) * [**work with various forms of output**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/work-with-various-forms-of-output)   Key Stage 2 statements  Pupils should be taught to:   * understand computer networks including the internet; how they can provide multiple services, such as the world wide web   Examples of activities to be used in discrete teaching can be found following the links below:   * [**understand computer networks including the internet**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/understand-computer-networks-including-the-internet) * [**multiple services provided by networks and the internet, such as the world wide web**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/multiple-services-provided-by-networks-and-the-internet-such-as-the-world-wide-web)   Learning alongside discrete subjects throughout the week should include:  Using the Chromebooks efficiently and using School 360 to further learning  Using Google Classroom effectively.  **E Safety**  https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\_data/file/811796/Teaching\_online\_safety\_in\_school.pdf | **Summer - Algorithms and Search Technologies – Revision Technologies (Barefoot Computing)**  Key Stage 2 statements  Pupils should be taught to:  -use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  Examples of activities to be used in discrete teaching can be found following the links below:   * [**use logical reasoning to explain how some simple algorithms work**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-logical-reasoning-to-explain-how-some-simple-algorithms-work) * [**use logical reasoning to detect and correct errors in algorithms**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-logical-reasoning-to-detect-and-correct-errors-in-algorithms) * [**use logical reasoning to detect and correct errors in programs**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-logical-reasoning-to-detect-and-correct-errors-in-programs)   **Search Technologies –**  Key Stage 2 statements  Pupils should be taught to:  -Appreciate how results are selected and ranked.  Examples of activities to be used in discrete teaching can be found following the links below:   * [**appreciate how results are selected**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/appreciate-how-results-are-selected) * [**appreciate how results are ranked**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/appreciate-how-results-are-ranked)   Learning alongside discrete subjects throughout the week should include:  Using the Chromebooks efficiently and using School 360 to further learning  Using Google Classroom effectively.  **E Safety**  https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\_data/file/811796/Teaching\_online\_safety\_in\_school.pdf |