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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:   * [**design programs that accomplish specific goals**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/design-programs-that-accomplish-specific-goals) * [**write programs that accomplish specific goals**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/write-programs-that-accomplish-specific-goals) * [**debug programs to ensure they accomplish specific goals**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/debug-programs-to-ensure-they-accomplish-specific-goals)   Learning alongside discrete subjects throughout the week should include:  Developing use of apps on the i pad including opening and closing apps and using I pads appropriately  Using the laptops efficiently and using School 360  Beginning to use a Chromebook 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:   * [**use sequence in programs**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-sequence-in-programs) * [**use selection in programs**](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-selection-in-programs) * **[use repetition in programs](https://www.barefootcomputing.org/my-barefoot/learning-objectives/use-repetition-in-programs)**   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:  Developing use of apps on the i pad including opening and closing apps and using I pads appropriately  Using the laptops efficiently and using School 360  Using a Chromebook 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 (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:  Developing use of apps on the i pad including opening and closing apps and using I pads appropriately  Using the laptops efficiently and using School 360  Using a Chromebook effectively.  **E Safety**  https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment\_data/file/811796/Teaching\_online\_safety\_in\_school.pdf |