

Coverage of the new Computing Curriculum

These elements of the Computing Programme of Study are covered throughout all of these Units of Work:

Key Stage 2

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Use technology safely, respectfully and responsibly

Key Stage 3

Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems

Use logical reasoning to compare the utility of alternative algorithms for the same problem

Use 2 or more programming languages to solve a variety of computational problems [Units use the Scratch programming language]

Unit of Work	Controlling one output	Complex sequence of outputs	Controlling a variable using an input	Controlling variables using multiple inputs	Using variables to call another procedure
Ultra Violet Spy Unit	YES		Optional Extension Activity		Optional Extension Activity
Magic Illusion Unit	YES			Optional Extension Activity	Optional Extension Activity
Traffic Crossing Unit		YES	Optional Extension Activity		Optional Extension Activity
Buzz Wire Unit	YES		YES		Optional Extension Activity
Intruder Alarm unit	YES		YES	YES	YES
Quiz Unit		YES		YES	Optional Extension Activity

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

Use sequence, selection and repetition in programs; work with variables and various forms of input and output

Design and develop modular programs that use procedures or functions

Lesson 1

Understand the hardware and software components that make up computer systems

Understand simple Boolean logic (for example AND, OR and NOT) and some of its uses in circuits and programming