Eaton Primary School

National Curriculum Mapping

Computing

National Curriculum Mapping

How this document works:

This is a whole school overview, demonstrating where the objectives, laid out in the National Curriculum, are covered.

EYFS

This table demonstrates how each unit of work links to the Early Learning Goals and the Development Matters 2021 statements.

KS1 & 2

These tables identify the National Curriculum objectives for each year group and how they are mapped to each unit taught.

EYFS

Early Years Foundation Stage (Reception) **Unit of Work**	**Early years outcomes: Prime Areas** Development Matters 2021 statements *Early Learning Goals*	**Early years outcomes: Specific Areas** Development Matters 2021 statements *Early Learning Goals*
Computer systems and networks: Using a computer	Develop their fine motor skills so that they can use a range of tools completely, safely, and confidently. Know and talk about the different factors that support their overall health and wellbeing: - Sensible amount of screentime	Physical development Personal, Social and Emotional Development
Programming: All about instructions	Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form and function Be confident to try new activities and show independence, resilience, and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	Expressive Arts and Design Creating with Materials Managing self Personal, Social and Emotional Development
Computer systems and networks: Exploring hardware	Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form and function	Expressive Arts and Design Creating with Materials
Data Handling: Introduction to data	Be confident to try new activities and show independence, resilience, and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	Managing self Personal, Social and Emotional Development

KS1

National Curriculum Objectives	Year 1: Programming: Bee-Bots	Year 1: Creating Media: digital imagery	Year 1: Data Handling: introduction to data	Year 2: Programming: scratch junior	Year 2: Creating Media: stop Motion	Year 1: Computers and System and network improving mouse	Year 2: Programming: Algorithms unplugged	Year 1: Skills Showcase Rocket to the Moon	Year 2: Computer Systems and networks: what is a computer?	Year 2: Programming: Algorithms and debugging	Year 2: Computer systems and networks: word processing
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	✓			✓	✓			✓	✓		✓
Create and debug simple programs	✓			✓	✓			✓	✓		✓
Use logical reasoning to predict the behaviour of simple programs	✓			✓	✓			✓	✓		✓
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Recognise common uses of information technology beyond school.		✓	✓			✓			✓	✓	
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support		✓	✓			✓	✓		✓	✓	

when they have concerns about content or contact on the internet or other online technologies											

LKS2

National Curriculum Objectives	Year 3: Computer systems and networks: Network and the internet	Year 3: Data Handling: comparison card databases	Year 3: Computing and systems network: journey inside a computer	Year 4: Computer Systems and network: collaborative learning	Year 3: Data Handling: investigating weather	Year 4: Skills showcase: HTML	Year 3: Computer Systems and networks: emailing	Year 3: Programming: Scratch	Year 3: Creating Media: Video Trailers	Year 4: Creating Media Website Design	Year 4: Programming Further: coding with Scratch	Year 4: Programming: Computational thinking
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								✓	✓	✓	✓	✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs								✓		✓	✓	✓

understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	✓	✓	✓	✓	✓	✓	✓		✓	✓		✓
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

UKS2

National Curriculum Objectives	Year 5: Programming: Music	Year 5: Creating: Stop motion animation	Year 5: Computer systems and networks: search engines	Year 5: Data Handling: Big Data 1	Year 5: Data Handling: Big Data 2	Year 6: Programming: introduction to Python	Year 5: Programming Micro: bit	Year 5: Data Handling: Mars Rover 1	Year 5: Data Handling: Mars Rover 2	Year 6: Computing systems and networks: Bletchley Park	Year 6: Creating Media: History of Computers	Year 6: Skills Showcase: Inventing product
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	✓	✓				✓	✓		✓	✓		✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	✓	✓				✓	✓		✓	✓		✓
Understand computer	✓		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration												
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓		✓	✓	✓			✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour;	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

identify a range of ways to report concerns about content and contact												