



Greasley Beauvale Primary School
Computing Curriculum



	Knowledge	Skills	Vocabulary
Reception	<ul style="list-style-type: none"> • Technology is part of everyday life (e.g. tablets, cameras, toys). • Computers follow instructions. • Online activities can be fun but need adult guidance. 	<ul style="list-style-type: none"> • Use simple technology (e.g. interactive whiteboard, tablets). • Begin to operate digital toys and apps. • Recognise when to ask for help online. 	Computer Tablet Click Tap Internet Online Safe Password Robot Instructions
Year 1	<ul style="list-style-type: none"> • Computers are electronic devices that follow instructions. • Information can be represented in pictures, text, and sound. • Staying safe online means keeping personal information private. 	<ul style="list-style-type: none"> • Use a mouse/keyboard or touchscreen to navigate. • Create simple digital content (drawing, typing, recording sound). • Follow and create simple algorithms (step-by-step instructions). • Recognise common uses of IT at home and school. 	Algorithm Program Computer Mouse Keyboard Log in Log out Save Open Internet Online Safety
Year 2	<ul style="list-style-type: none"> • Computers store and retrieve information. • Algorithms can have errors (bugs) that need fixing (debugging). • The internet connects people and information. 	<ul style="list-style-type: none"> • Type simple sentences and use basic formatting. • Create and edit digital images, text, and sound. • Write and test simple programs (e.g. Bee-Bots, Scratch Jr). • Use search engines safely with guidance. 	Debug Bug Search Website Link Digital Content Data File



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			Folder Password Private
Year 3	<ul style="list-style-type: none"> Programs are sequences of instructions that can include repetition and selection. Data can be collected, organised, and presented digitally. Online communication should be respectful and safe. 	<ul style="list-style-type: none"> Use word processing and presentation software. Collect and present data using charts/graphs. Write simple programs with loops and conditional statements. Begin to evaluate digital content for reliability. 	Loop Sequence Selection Input Output Database Chart Graph Email Respect Reliability
Year 4	<ul style="list-style-type: none"> Computers use networks, including the internet, to share information. Programs can use variables to store data. Digital content can be altered (editing, bias, reliability). 	<ul style="list-style-type: none"> Use search engines effectively with keywords. Create multimedia projects combining text, images, and sound. Write programs using variables and repetition. Understand how to protect personal data online. 	Variable Network Internet Search Engine Keyword Multimedia Edit Bias Copyright
Year 5	<ul style="list-style-type: none"> The internet is a global network of computers. Programs can use inputs/outputs to interact with users. Online behaviour has consequences (digital footprint). 	<ul style="list-style-type: none"> Use spreadsheets for calculations and data analysis. Create programs with inputs, outputs, and variables. Design and evaluate digital content for purpose and audience. Understand how to report concerns online. 	Spreadsheet Formula Cell Input Output Simulation Digital Footprint Audience Evaluate
Year 6	<ul style="list-style-type: none"> Computers use binary to represent data. Complex programs use variables, loops, and conditional logic. 	<ul style="list-style-type: none"> Design, write, and debug programs with multiple variables and conditions. 	Binary Algorithm Condition Logic



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	<ul style="list-style-type: none">• Online safety includes recognising risks such as phishing, scams, and misinformation.	<ul style="list-style-type: none">• Use technology for research, collaboration, and presentation.• Analyse and interpret data using spreadsheets/databases.• Critically evaluate digital content for accuracy and bias.	Database Phishing Misinformation Collaboration Accuracy
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