



St Chad's RC Primary School

Computing National Curriculum Coverage Matrix

Year	Unit	Strand	National Curriculum Statement(s) Met
Year 1	Technology Around Us	Digital Literacy	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.
Year 1	Moving a Robot	Computer Science	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.
Year 1	Digital Writing	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.



St Chad's RC Primary School

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Year 2	Digital Photography	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Year 2	Pictograms	Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Year 2	Programming Quizzes	Computer Science	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.



St Chad's RC Primary School

Year	Unit	Strand	National Curriculum Statement(s) Met
Year 3	Computing Systems and Networks	Digital Literacy	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.
Year 3	Sequencing Sounds	Computer Science	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.
Year 3	Desktop Publishing	Information Technology	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.

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St Chad's RC Primary School

Year 4	Computing Systems and Networks (The Internet)	Digital Literacy	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.
Year 4	Audio Production	Information Technology	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.
Year 4	Programming – Repetition in Shapes	Computer Science	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.

Year	Unit	Strand	National Curriculum Statement(s) Met
Year 5	Computing Systems and Networks	Digital Literacy	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.



St Chad's RC Primary School

			Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
Year 5	Video Production	Information Technology	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.
Year 5	Programming – Selection in Physical Computing	Computer Science	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.

Year	Unit	Strand	National Curriculum Statement(s) Met
Year 6	Computing Systems and Networks – Communication and Collaboration	Digital Literacy	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 technology safely, respectfully and responsibly; recognise



St Chad's RC Primary School

			acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Year 6	Creating Media – Web Page Creation	Information Technology	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.
Year 6	Programming – Variables in Games	Computer Science	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.