Computing – KS2

Digital Literacy and Online Safety

At Christ Church, we follow
S.M.A.R.T online safety rules.

In Digital Literacy and e-Safety, we will learn about and discuss the importance of keeping personal information private. We will use online communication effectively and respectfully and to identify the positive and negative impact of ICT in our lives.

Programming

To program, we sequence instructions to perform a task or control technology. We use Beebots or Sphero's and input directions to get from A to B.

Once we have mastered the programming skill, we will explore 'What if?'' questions by planning different routes or scenarios for controlled technology.

Information technology and handling data

Data handling is how we use cross-curricular links with Maths to collect and present data in different ways. Data is any piece of information and we will use this to create PowerPoints, posters, spreadsheets, tables, charts, graphs and films.
Linking our learning to online safety, we understand that the results from search engines in school will differ from those at home.

Key vocab

Algorithm – A set of instructions that a computer follows in order to achieve a task.

Coding – Putting information and commands into a program, making it possible for us to create software, apps and websites.

Communication technology – Equipment used to communicate such as a mobile phone, tablet, iPad or laptop.

Copyright – A copyright is the law that gives the owner of a piece of work the right to decide what other people can do with it.

Cyber bullying – Bullying which takes place over digital devices such as phones, computers, games consoles and tablets.

Data – Data is information.

Debug – Debugging is checking the code in a computer program to make sure it works and changing it if it doesn't.

Digital content – Any data that exists digitally.

Internet – A network of computers linked all over the world. We often use the World Wide Web for browsing.

Input and output – An input data is data that a computer receives. Output data is data that a computer sends.

Online Safety – Staying safe online. This includes the importance of passwords, recognising inappropriate behaviour and preventing cyber bullying.

Logical – Completing instructions in the correct order.

Navigate – Opening and moving through different programs on a device.

Password – A set of secret words or characters used to log in and out of secure digital devices or programs.

Program – A sequence of instructions that can be completed to perform a task.

Variables – Data that can change.