

# The Gates Curriculum Overview

## Computing

Year	Autumn Term	Spring Term	Summer Term
<b>EYFS</b>	<p><b>Digital literacy</b> – hands on skills, linked to seven areas of learning</p> <p><b>Digital Citizenship</b>- Online safety</p>	<p><b>Computer Science</b> – remote controlled toys</p> <p><b>Information Technology</b> – Using the internet</p>	<p><b>Computer Science</b> – Remote control toys and debugging.</p> <p><b>Digital Literacy</b> – practical learning – Purple mash</p>
<b>KS1</b>	<p><b>Digital Citizenship</b> – Online safety, PSHE</p> <p><b>Digital Literacy</b> – hands on skills</p>	<p><b>Computer Science</b> – Algorithms, events, program</p>	<p><b>Information Technology</b> – Internet Resources</p> <p>Effective Searching</p> <p><b>Greater depth Project</b></p>
<b>LKS2</b>	<p><b>Digital Citizenship</b> – Online safety, PSHE</p> <p><b>Digital Literacy</b> – hands on skills</p>	<p><b>Computer Science</b> – Sequence, repeats and loops</p>	<p><b>Information Technology</b> – Online Communication</p> <p>Computer Networks</p> <p><b>Greater depth Project</b></p>
<b>UKS2</b>	<p><b>Digital Citizenship</b> – Online safety, PSHE</p> <p><b>Digital Literacy</b> - Copyright, impact of own behaviour</p>	<p><b>Computer Science</b> – Selection/Conditionals, variables</p>	<p><b>Information Technology</b> – What is a computer?</p> <p>History and the future computing</p> <p><b>Greater depth Project</b></p>