

Digital Sparks Curriculum Map: National Curriculum Coverage

This Digital Sparks Curriculum Map shows the curriculum coverage of Digital Sparks, highlighting which units cover each specific attainment target for every strand. Use this resource to demonstrate the comprehensive coverage of the Computing National Curriculum or to help ensure coverage if considering the omission of any Digital Sparks strands or units.

Key Stage 1	National Curriculum Attainment Target					
	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
<u>Digital Foundations 1</u>						
<u>Digital Foundations 2</u>						
<u>Digital Citizenship 1</u>						
<u>Digital Citizenship 2</u>						
<u>Computer Systems and Networks 1</u>						
<u>Computer Systems and Networks 2</u>						
<u>Creating Media 1</u>						
<u>Creating Media 2</u>						
<u>Data and Information 1</u>						
<u>Programming 1</u>						
<u>Programming 2</u>						
<u>Physical Computing 1</u>						
<u>Artificial Intelligence 1</u>						

Lower Key Stage 2	National Curriculum Attainment Target						
	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
<u>Digital Foundations 3</u>							
<u>Digital Foundations 4</u>							
<u>Digital Citizenship 3</u>							
<u>Digital Citizenship 4</u>							
<u>Computer Systems and Networks 3</u>							
<u>Computer Systems and Networks 4</u>							
<u>Creating Media 3</u>							
<u>Creating Media 4</u>							
<u>Data and Information 2</u>							
<u>Programming 3</u>							
<u>Physical Computing 2</u>							
<u>Artificial Intelligence 2</u>							

Upper Key Stage 2	National Curriculum Attainment Target						
	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
<u>Digital Foundations 5</u>							
<u>Digital Foundations 6</u>							
<u>Digital Citizenship 5</u>							
<u>Digital Citizenship 6</u>							
<u>Computer Systems and Networks 5</u>							
<u>Computer Systems and Networks 6</u>							
<u>Creating Media 5</u>							
<u>Creating Media 6</u>							
<u>Creating Media 6A</u>							
<u>Data and Information 3</u>							
<u>Programming 4</u>							
<u>Physical Computing 3</u>							
<u>Artificial Intelligence 3</u>							

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