Village Level (ages 9-10): **Computing Curriculum Mapping KS2** – Sept 2020

Note: This mapping only applies to the aspects of the Computing curriculum covered by Gooseberry Planet. It is not a complete list of all computing requirements

Key Stage 2	Scenario 1 Digital Footprint	Scenario 2 Click Jacking	Scenario 3 Webcam Wise	Scenario 4 Safe Sharing	Scenario 5 Online Gaming	Scenario 6 Boundaries	Scenario 7 Illegal Downloads	Scenario 8 Downloading Apps	Scenario 9 Images	Scenario 10 Perfect Passwords
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	✓						✓	✓		
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓