

## PLAYGROUND LEVEL (ages 5-7) – CURRICULUM MAPPING

*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*

Computing/ICT Curriculum Links	Scenario 1 People Online	Scenario 2 Personal Information	Scenario 3 Perfect Passwords	Scenario 4 Fake Profiles	Scenario 5 Selfie Safe	Scenario 6 Share Safely	Scenario 7 Video Chat	Scenario 8 Online Bullying	Scenario 9 Online Gaming	Scenario 10 Searching
<b>Key Stage 1</b>										✓
To use technology purposefully to create, organise, store, manipulate and retrieve digital content										✓
To recognise common uses of information technology beyond school	✓		✓		✓		✓		✓	✓
To 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.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<b>Key Stage 2</b>										
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.				✓	✓	✓	✓	✓	✓	