



Computing Curriculum

Details of Year-by-Year coverage can be found on the class half term plans and further information is available from school on request.

In Key Stage 1 children will be taught to:

- Understand what algorithms are
- Understand that algorithms are implemented as programs
- Understand that programs follow precise instructions
- Create and debug simple programs
- Predict the behaviour of a program
- Use technology to create, store and organise digital content
- Recognise common uses of information technology at home, work and outdoors
- Use technology safely, keep personal information private and where to go for help if they have any concerns about anything online

In Key Stage 2 children will be taught to:

- Know that programs accomplish specific goals
- Design and debug these programs
- Solve problems by breaking them down into smaller parts
- Use sequence, selection and repetition in a program
- Use logical thinking to detect and correct errors in programs and explain how some simple algorithms work.
- Understand how computer networks can provide multiple services e.g. the World Wide Web and understand computer networks including the internet.
- Understand the opportunities computer networks offer for communication and collaboration with others
- Use search technologies effectively and appreciate how search results are ranked
- Select, use and combine software to design and create different content and systems and present data.
- To use technology safely and responsibly
- To identify a range of ways to report concerns about contact and content online
- Recognise acceptable/unacceptable behaviour online.

