



Computing: Key Stage 2

Year 3	Create programs	Develop programs	Reasoning	Networks
	<i>Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</i>	<i>Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output</i>	<i>Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i>	<i>Pupils should be taught to 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</i>
	write programs that accomplish specific goals	design a sequence of instructions, including directional instructions	discern when it is best to use technology and where it adds little or no value	navigate the web to complete simple searches
	Search Engines	Using Programs	Safe Use	
	<i>Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</i>	<i>Pupils should be taught to 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</i>	<i>Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</i>	
	- use a range of software for similar purposes - collect and present information	understand what computer networks do and how they provide multiple services	- use technology respectfully and responsibly - Know different ways they can get help if concerned	



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Year 4	Create programs	Develop programs	Reasoning	Networks
	<i>Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</i>	<i>Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output</i>	<i>Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i>	<i>Pupils should be taught to 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</i>
	give an 'on-screen' robot specific instructions that takes them from A to B	experiment with variables to control models	make an accurate prediction and explain why they believe something will happen (linked to programming)	know how to search for specific information and know which information is useful and which is not
	Search Engines	Using Programs	Safe Use	
	<i>Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</i>	<i>Pupils should be taught to 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</i>	<i>Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</i>	
	select and use software to accomplish given goals	produce and upload a podcast	recognise acceptable and unacceptable behaviour using technology	



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Year 5	Create programs	Develop programs	Reasoning	Networks
	<i>Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</i>	<i>Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output</i>	<i>Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i>	<i>Pupils should be taught to 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</i>
	use technology to control an external device	develop a program that has specific variables identified	analyse and evaluate information reaching a conclusion that helps with future developments	
	Search Engines	Using Programs	Safe Use	
	<i>Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</i>	<i>Pupils should be taught to 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</i>	<i>Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</i>	
	understand how search results are selected and ranked	combine sequences of instructions and procedures to turn devices on and off	understand that they have to make choices when using technology and that not everything is true and/or safe	



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Year 6	Create programs	Develop programs	Reasoning	Networks
	<i>Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</i>	<i>Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output</i>	<i>Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i>	<i>Pupils should be taught to 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</i>
	write a program that combines more than one attribute	develop a sequenced program that has repetition and variables identified	design algorithms that use repetition and 2-way selection	
	Search Engines	Using Programs	Safe Use	
	<i>Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</i>	<i>Pupils should be taught to 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</i>	<i>Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</i>	
	be aware that some search engines may provide misleading information	present the data collected in a way that makes it easy for others to understand	Be increasingly aware of the potential dangers in using aspects of IT and know when to alert someone if feeling uncomfortable	