COMPUTING

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computers - Recognise common uses of information technology in the home and school environment	Computers - Recognise common uses of information technology beyond school	Computers - Recognise familiar forms of input and output devices and how they are used	Computers - Use other input devices such as cameras or sensors	Networks - Begin to use internet services to share and transfer data to a third party	Networks - Understand how computer networks enable computers to communicate and collaborate
Using Computer - Use technology purposefully to create digital content	Using Computer - Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Computers - Make efficient use of familiar forms of input and output devices	Networks - Understand what servers are and how they provide services to a network	Using Computer - Independently select and use appropriate software or a task	Networks - Begin to use internet services within his/her own creations to share and transfer data to a third party
E-Safety - Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	Using Computer - Use technology purposefully to create digital content comparing the benefits of different programs	Networks - Understand that computer networks enable the sharing of data and information	Using Computer - With support select and use a variety of software on a range of digital devices	Using Computer - Independently select and combine a variety of software to design and create content for a given audience	Using Computer - Independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information
Coding - Predict the behaviour of simple programs	E-Safety - Use technology safely and keep personal information private	Networks - Understand that the internet is a large network of computers and that information can be shared between computers	Using Computer - With support select, use and combine a variety of software on a range of digital devices to accomplish given goals	E-Safety - Understand the need to only select age appropriate content	Using Computer - Design and create a range of programs, systems and content for a given audience
Coding - Understand what algorithms are and how they are implemented on digital devices	Coding - Use logical reasoning to predict the behaviour of simple programs	Using Computer - With support select and use a variety of software to accomplish goals	E-Safety - Use technology responsibly and understand that communication online may be seen by others	Net Searching - Use filters in search technologies effectively	Using Computer - Independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information

		Coding - Create simple programs	E-Safety - Use technology safely and respectfully, keeping personal information private	E-Safety - Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	Net Searching - Use filters in search technologies effectively and appreciate how results are selected and ranked	E-Safety - Use technology respectfully and responsibly
		Coding - Create and debug simple programs	E-Safety - Use technology safely and recognise acceptable and unacceptable behaviour	Net Searching - Understand how results are selected and ranked by search engines	Coding - Design, input and test an increasingly complex set of instructions to a program or device	E-Safety - Identify a range of ways to report con concerns about content and contact in and out of school
		Coding - Debug simple programs by using logical reasoning to predict the actions instructed by the code	Net Searching - Use simple search technologies	Coding - Decompose programs into smaller parts	Coding - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems	Net Searching - Be discerning when evaluating digital content
		Coding - Understand that programs execute by following precise and unambiguous instructions	Net Searching - Use simple search technologies and recognise that some sources are more reliable than others	Coding - Use logical reasoning to detect and correct errors in algorithms and programs	Coding - Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated	Net Searching - Use filters in search technologies effectively and is discerning when evaluating digital content
			Coding - Design, write and debug programs that control or simulate virtual events	Coding - Select, use and combine a variety of software, systems and content that accomplish given goals	Coding - Design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user	Coding - Include use of sequences, selection and repetition with the hardware used to explore real world systems
			Coding - Use logical reasoning to explain how some simple algorithms work		Coding - Use logical reasoning to explain how increasingly complex algorithms work to ensure a programs efficiency	Coding - Solves problems by decomposing them into smaller parts
						Coding - Creates programs which use variables
						Coding - Use variables, sequences, selection and repetition in programs

					Coding - Use logical reasoning to explain how increasingly complex algorithms work and detect and correct errors in algorithms and program efficiently