Computing

	EYFS	KS1	LKS2	UKS2
E-Safety	• Understand how to use the dolphin icon if they see something that concerns them. • Know who to talk to if they feel something is unsafe when using technology.	• Understand where to go for help and support when concerned about content or contact on the internet or other online technologies. • Use technology safely and keep personal information private.	• Understand where to go for help and support when concerned about content or contact on the internet or other online technologies. • Use technology safely and respectfully, keeping personal information private. • Recognise acceptable and unacceptable behavior. • Understand that communication online may be seen by others.	• Identify a range of ways to report concerns about content and contact in and out of school. • Use technology respectfully and responsibly. • Understand the importance of only using age appropriate content.
Using Computers	• Complete a simple program on a computer. • Use ICT hardware to interact with age appropriate software. • Select and use technology for particular purposes.	• Use a program to create a simple document. • Find, open, edit and save files. • Use different software programs and discuss the benefits of their usage	• Use different software programs and different types of hardware. • Make choices on which program is best for a given task. • Use a range of programs to complete a task.	• Use more than one piece of software to complete a task. • Design a program for a given audience. • Use software to help analyse and present data and information.

Computing

| Computer systems & Networks | • Recognise that a range of technology is used in places such as homes and school. | • Recognise common uses of information technology in the home and school environment.

• Recognise common uses of information technology beyond school. | • Recognise familiar forms of input and output devices and how they are used.

• Make efficient use of familiar forms of input and output devices.

• Use input devices such as cameras or sensors.

• Understand that computer networks enable sharing of data and information.

• Understand that the internet is a large network of computers and that information can be shared between computers.

• Understand what servers are and how they provide services to a network (e.g. printers or sharing files). | • Begin to use internet services to share and transfer data to a third party.

• Understand how computer networks enable computers to communicate and collaborate.

• Begin to use internet services within own creations to share and transfer data to a third party. |

Computing

Internet Searching			- Use a search engine to find a web pages. - Understand that not all websites are as reliable as others. - Understand how search engines order their search results.	- Use filters in search technologies effectively and appreciate how results are selected and ranked. - Recognise trustworthy sources of information on the internet. - Use filters in search technologies effectively.
Coding		- Predict the behaviour of simple programs. - Use logical reasoning to predict the behaviour of simple programs. - Understand what algorithms are and how they are implemented on digital devices. - Create simple programs. - Create and debug simple programs. - Debug simple programs by using logical reasoning to predict the actions instructed by the code. - Understand that programs	- Design, write and debug programs that control or simulate virtual events. - Use logical reasoning to explain how some simple algorithm work. - Decompose programs into smaller parts. - Use logical reasoning to detect and correct errors in algorithms and programs. - Select, use and combine a variety of software, systems and content that accomplish given goals.	- Design, input and test an increasingly complex set of instructions to a program or device. - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. - Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated. - Design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by

		execute by following precise and unambiguous instructions.		the user.
				• Use logical reasoning to explain how increasingly complex algorithms work to ensure a program's efficiency.
				• Include use of sequences, selection and repetition with the hardware used to explore real world systems.
				• Solve problems by decomposing them into smaller parts.
				• Create programs which use variables.
				• Use variables sequence, selection and repetition in programs.
				• Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithm and programs efficiently.