

# Computing curriculum

## Early Years

- Knows how to operate simple equipment, e.g. turns on CD player and uses remote control
- Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones
- Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images
- Knows that information can be retrieved from computers
- Completes a simple program on a computer
- Uses ICT hardware to interact with age-appropriate computer software

## Year 1

- Read and write instructions
- Talk about expected outcomes
- Notice problems in instructions
- Use word processors to present learning

- Save and retrieve work
- Use technology safely and understand the some of the dangers they could face
- Know about technology beyond school

## Year 2

- Read and write ambiguous instructions – onscreen and verbally
- Predict problems and outcomes
- Notice problems in instructions – change and alter instructions
- Know where and why we save and retrieve work

- Use a word processors and presentation programs.
- Use technology safely, know where to go for help particularly when using the Internet
- Know about mobile technology and how they work

## Year 3

- Read and write programming instructions
- Predict outcomes of instructions
- Begin to know where problems in instructions are
- Know how the Internet works including search engines

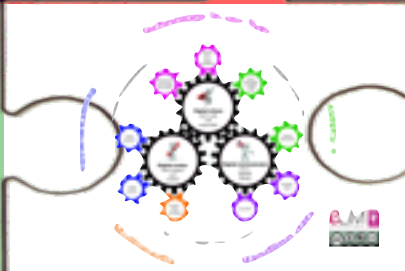
- Know how to use online services safely, the dangers involved and what to do in different scenarios.
- Use a variety of software including word processors and presentation tools to achieve given goals

## Year 4

- Read, write and design programming instructions
- Predict outcomes of control sequences
- Know where sequences are incorrect and begin to correct them
- Begin to understand how networks work
- Use search engines effectively
- Use all online services safely and know ways of reporting concerns
- Use a variety of software, on different devices to present their learning effectively

## Year 5

- Read, write and debug their own programming instructions
- Predict outcomes of control sequences
- Correct written programs explaining why there may be problems
- Control simple inputs and outputs
- Know how networks work including communications
- Know how to manipulate searches to get their desired outcomes
- Use online services safely and how to report inappropriate behaviour
- Collect and present data and information using a variety of tools



## Year 6

- Read, write, design and manipulate their own programming language and sequences
- Predict outcomes of their programs
- Know how to debug programs
- Control inputs and outputs effectively and with purpose
- Work with different variables

- Know how networks work including offering multiple services
- Know how search engines rank results
- Know the safety issues surrounding online usage
- Collect, analyse, evaluate and present data and information.