

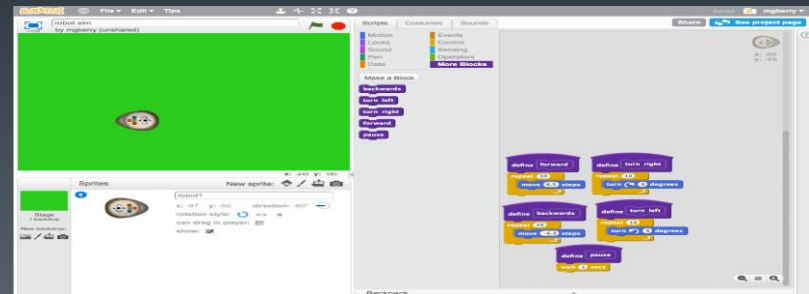
Computing

The New Curriculum



KS1 Curriculum (Foundation to Year 2)

- create and debug simple programs, understand and how to implement algorithms on digital devices, and programmes follow a set of instructions.
- use logical reasoning to predict the behaviour of simple programs.
- use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- recognise common uses of information technology beyond school.
- E-safety: being aware of how to stay safe.



KS2 Curriculum (Years 3 – 6)

- design and write programs which control and meet a purpose, applying understanding of programming.
- use sequence, selection, and repetition in programs; work with variables, input and output.
- use logical reasoning to explain how simple algorithms work and to detect and correct errors in algorithms and programs.
- understand computer networks; provide multiple services, e.g. World Wide Web.
- search effectively, understand how results are selected and ranked, evaluate searches for validity and combine a range of software.
- collect, analyse, evaluate and present data and information
- e-safety: use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

