



COMPUTING PROGRESSION

	BARN OWLS Y1/2	SNOWY OWLS Y3/4	LONG EARED OWLS Y5/6
	KS1	LKS2	UKS2
COMPUTER SCIENCE	<ul style="list-style-type: none">- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions- create and debug simple programs- use logical reasoning to predict the behaviour of simple programs- recognise common uses of information technology beyond school	<ul style="list-style-type: none">- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts- use sequence, selection, and repetition in programs; work with variables and various forms of input and output- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs- understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web- use search technologies effectively, appreciate how results are selected and ranked	<ul style="list-style-type: none">- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts- use sequence, selection, and repetition in programs; work with variables and various forms of input and output- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs- understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web- use search technologies effectively, appreciate how results are selected and ranked
INFORMATION TECHNOLOGY	<ul style="list-style-type: none">- use technology purposefully to create, organise, store, manipulate and retrieve digital content	<ul style="list-style-type: none">- 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	<ul style="list-style-type: none">- 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
DIGITAL LITERACY	<ul style="list-style-type: none">- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	<ul style="list-style-type: none">- the opportunities they offer for communication and collaboration- be discerning in evaluating digital content- use technology safely, respectfully and responsibly;- recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	<ul style="list-style-type: none">- the opportunities they offer for communication and collaboration- be discerning in evaluating digital content- use technology safely, respectfully and responsibly;- recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact