



Year 1				
Term 1&2 (Computing Skills)	Term 3&4 (Programming)	Term 5&6 (Online Safety)		
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	e behaviour of simple programs			
use technology purposefully to cre	ate, organise, store, manipulate and	l retrieve digital content		
recognise common uses of information	ation technology beyond school			
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.				
	Year 2			
Term 1&2 (Technology Around Us)	Term 3&4 (Programming)	Term 5&6 (Online Safety)		
_	ow they are implemented as progra	ms on digital devices; and that		
create and debug simple programs				
use logical reasoning to predict the behaviour of simple programs				
use technology purposefully to cre	ate, organise, store, manipulate and	l retrieve digital content		
recognise common uses of information technology beyond school				
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.				





Year 3				
Term 1&2 (The Internet)	Term 3&4 (Programming)	Term 5&6 (Online Safety)		
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; and the opportunities they offer for communication and collaboration				
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content				
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				
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.				





Year 4			
Term 1&2 (Animation)	Term 3&4 (Programming)	Term 5&6 (Online Safety)	
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; and the opportunities they offer for communication and collaboration			
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			
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			
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			





Year 5			
Term 1&2 (The Internet)	Term 3&4 (Programming)	Term 5&6 (Online Safety)	
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; and the opportunities they offer for communication and collaboration			
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			
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			
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			





Year 6				
Term 1&2 (Spreadsheets)	Term 3&4 (Programming)	Term 5&6 (Online Safety)		
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; and the opportunities they offer for communication and collaboration				
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content				
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				
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use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.				