What do you know? Computing

Year 1
Create a series of instructions and plan a journey for a programmable toy.
Create, store and retrieve digital content.
Talk about some of the IT uses in their own home.
Use technology safely.
Keep personal information private.

Year 2
Understand that algorithms are used on digital devices.
Write a simple program and test it.
Predict what the outcome of a simple program will be (logical reasoning)..
Understand that programs require precise instructions organise, retrieve and manipulate digital content.
Know how technology is used in school and outside of school.
Know where to go for help if concerned.

Year 3
Create, store and retrieve digital content.
Design a sequence of instructions, including directional instructions.
Understand what computer networks do and how they provide multiple services.
Discern when it is best to use technology and where it adds little or no value.
Use technology respectfully and responsibly.
Know different ways they can get help if concerned.
Navigate the web to complete simple searches.
Use a range of software for similar purposes collect and present information.

Year 4
Give an 'on-screen' robot specific instructions that takes them from A to B.
Experiment with variables to control models.
Produce and upload a podcast.
Make an accurate prediction and explain why they believe something will happen (linked to programming).
Recognise acceptable and unacceptable behaviour using technology.

Year 5
Use technology to control an external device.
Develop a program that has specific variables identified.
Combine sequences of instructions and procedures to turn devices on and off.
Analyse and evaluate information reaching a conclusion that helps with future developments.
Understand that they have to make choices when using technology and that not.

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Year 6
Write a program that combines more than one attribute.
Develop a sequenced program that has repetition and variables identified.
Present the data collected in a way that makes it easy for others to understand.
Design algorithms that use repetition and 2-way selection.
Be increasingly aware of the potential dangers in using aspects of IT and know when to alert.