COMPUTING

Year	Computer Science
EYFS	- Interact with age-appropriate computer software.
KS1	- Understand that an algorithm is a set of instructions used to solve a problem or achieve an objective. - Work out what is wrong with a simple algorithm when the steps are out of order. - Show an awareness of the need to be precise with their algorithms. - Know that an unexpected outcome is due to errors in their code. - Read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program. - Create a simple program that achieves a specific purpose. - Identify and correct some errors. - Identify the parts of a program that respond to specific events and initiate specific actions.
LKS2	- Turn a simple real-life situation into an algorithm for a program. - Use coding structures for selection and repetition to achieve a goal. - Understand 'if' statements' for selection and attempt to combine these with other coding structures. - Identify an error within their program and then fix it. - Make more intuitive attempts to debug their own programs. - Design and code a program that follows a simple sequence. - List a range of ways that the internet can be used to communicate. - Recognise the main component parts of hardware which allow computers to join and form a network.
UKS2	- Turn a more complex programming task into an algorithm. - Test and debug programs and use logical methods and a systematic approach to identify the approximate cause of any bug. - Translate algorithms that include sequence, selection and repetition into code with increasing ease. - Combine sequence, selection and repetition with other code structures. - Interpret a program in parts and make logical attempts to put the separate parts of a complex algorithm together. - Understand and explain in some depth the difference between the internet and the World Wide Web. - Know what a WAN and LAN are and can describe how they access the internet in school. - Explain how to keep personal information safe. - Select the most appropriate form of online communications.