**Computing Skills KS2** 

|  |  |  |
| --- | --- | --- |
| Year 3/4 | Area | Key skills Progression |
|  | Computers | * recognise familiar forms of input and output devices and how they are used
* make efficient use of familiar forms of input and output devices
* with support select and use a variety of software to accomplish goals
* use other input devices such as cameras or sensors
* with support select and use a variety of software on a range of digital devices
* with support select, use and combine a variety of software on a range of digital devices to accomplish given goals
 |
|  | E safety | * use technology safely and respectfully, keeping personal information private
* use technology safely and recognise acceptable and unacceptable behaviour
* use technology responsibly and understand that communication online may be seen by others
* understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies
 |
|  | Coding | * design, write and debug programs that control or simulate virtual events
* use logical reasoning to explain how some simple algorithms work
* decompose programs into smaller parts
* use logical reasoning to detect and correct errors in algorithms and programs
* select, use and combine a variety of software, systems and content that accomplish given goals
 |
|  | Networks | * understand that computer networks enabling the sharing of data and information
* understand that the internet is a large network of computers and that information can be shared between computers
* understand what services are and how they provide services to a network
 |
|  | Net searching | * use simple search technologies
* use simple search technologies and recognise that some sources are more reliable than others
* understand how results are selected and ranked by search engines
 |
| Year 5/6 | Area | Key skills progression |
|  | Computers | * independently select and use appropriate software for a task
* independently select, use and combine a variety of software to design and create content for a given audience independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information
* design and create a range of programs, systems and content for a given audience
* independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information
 |
|  | E safety | * understand the need to only select age appropriate content
* use technology respectfully and responsibly
* identify a range of ways to report concerns about content and contact in and out of school
 |
|  | Coding | * design, input and test an increasingly complex set of instructions to a program or device
* design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated
* design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user
* use logical reasoning to explain how increasingly complex algorithms work to ensure a program’s efficiency
* include use of sequences, selection and repetition with the hardware used to explore real world systems
* solve problems by decomposing them into smaller parts
* create programs which use variables
* use variables, sequence, selection and repetition programs
* use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently
 |
|  | Networks | * begin to use internet services to share and transfer data to a third party
* understand how computer networks enable computers to communicate and collaborate
* begin to use internet searches within his/her own creations to share and transfer data to a third party
 |
|  | Net searching | * use filters in search technologies effectively
* use filters in search technologies effectively and appreciate how results are selected and ranked
* use filters in search technologies effectively and is discerning when evaluating digital content
 |

