



Key Stage 2 Computing

- ❖ 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 Objectives

- ❖ **I can design a solution by breaking a problem up.**
- ❖ **I can use logical reasoning to detect errors in algorithm.**
- ❖ **I can use selection in programs.**
- ❖ **I can work with variables.**
- ❖ **I can explain how an algorithm works.**
- ❖ **I can explore 'what if' questions by planning different scenarios for controlled devices.**
- ❖ **I can select, use and combine software on a range of digital devices.**
- ❖ **I can use a range of technology for a specific project.**
- ❖ **I can discuss the risks of online use of technology.**
- ❖ **I can identify how to minimise risks.**