	Key Stage 1												Lower Key Stage 2												Upper Key Stage 2											
Computing	A – Computing systems and networks – Technology around us	A – Creating media – Digital photography	A – Programming A – Moving a robot	A – Data and information – Pictograms	A – Creating media – Digital writing	A – Programming B - Programming quizzes	B – Computing systems and networks – IT around us	B – Creating media – Digital painting	B – Programming A – Robot algorithms	B – Data and information – Grouping data	B – Creating media - Digital music	B – Programming B - Programming animations	A – Computing systems and networks – Connecting computers	A – Programming A – Repetition in shapes	A – Programming A - Sequencing sounds	A – Data and information – Data logging	A – Creating media – Desktop publishing	A – Programming B - Repetition in games	B – Computing systems and networks – The internet	B – Creating media - Stop-frame animation	B – Creating media - Audio production	B – Data and information – Branching databases	B – Creating media – Photo editing	B – Programming B - Events and actions in pograms	A – Computing systems and networks - Systems and searching	A – Creating media – Web page creation	A – Programming A – Selection in physical computing	A – Data and information – Spreadsheets	A – Creating media – Introduction to vector graphics	A – Programming B - Sensing movement	B – Computing systems and networks - Communication and collaboration	B – Creating media – Video production	B – Programming A – Variables in games	B – Data and information – Flat-file databases	B – Creating media – 3D Modelling	B – Programming B – Selection in quizzes
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 behaviour of simple programs			■			■			■			■																								
use technology purposefully to create, organise, store, manipulate and 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.	■	■		■	■		■																													
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.																			■				■		■						■				■	