BISHOP LONSDALE CHURCH OF ENGLAND PRIMARY SCHOOL AND NURSERY
BECOMING INDEPENDENT SUCCESSFUL HONEST OPEN-MINDED PEOPLE

Computing: National Curriculum objectives

Curriculum strand	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Overall aims: All pupils...
Computer Science (CS)	**Technology:** Shows skill in making toys work by pressing parts or lifting flaps to achieve effects, such as sounds, movements or new images.	**Technology:** Completes a simple program on a computer.	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.		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. Appreciate how search results are selected and ranked.				Can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. Can analyse problems in computational terms and have repeated practical experience of writing computer programs in order to solve such problems.
Information Technology (IT)	**Technology:** Knows how to operate simple equipment. Shows interest in technological toys or real objects.	**Technology:** Interacts with age-appropriate computer software. **ELG:** Select and use technology for particular purposes.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.		Use search technologies effectively. 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.				Can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.
Digital Literacy (DL)	**Technology:** Knows that information can be retrieved from computers.	**ELG:** Recognise that a range of technology is used in places such as homes and schools.	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.		Understand the opportunities networks offer for communication and collaboration. Be discerning in evaluating digital content. Use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact.				Are responsible, competent, confident and creative users of information and communication technology.