

Key Concepts – Computing

	Key concepts
EYFS	<ul style="list-style-type: none"> • Explore, observe and find out about technology. • Recognise that a range of technology is used in places such as homes and schools. • Select and use technology for particular purposes.
KS1	<p><u>Computer Science</u></p> <ul style="list-style-type: none"> • Understand that algorithms are precisely defined procedures – a sequence of instructions, or a set of rules, for performing a specific task. • Understand that the sequence of algorithms is important. • Understand that programs execute by following precise and unambiguous instructions. • Debug through practical application, by identifying that there is a fault, working out which bit of the program (or underlying algorithm) has caused the problem, and then thinking logically about how to fix it. • Predict the behaviour of simple programs through repeated experience or by developing an internal model of how a piece of software works. <p><u>Digital Literacy</u></p> <ul style="list-style-type: none"> • Exchange and share information using technology. • Create, organise, store, manipulate and retrieve digital content. <p><u>Digital Citizenship</u></p> <ul style="list-style-type: none"> • 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
KS2	<p><u>Computer Science</u></p> <ul style="list-style-type: none"> • 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 the thinking behind algorithms, talking through the steps and explain why they've solved a problem the way they have. • Debug code by thinking logically and algorithmically. • 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. <p><u>Digital Literacy</u></p> <ul style="list-style-type: none"> • Design and create a range of programs, systems and content that accomplish given goals. • Select and use software that is appropriate for purpose and audience, on a range of digital devices. • Choose applications to communicate to a specific audience. • Collaborate with peers, evaluate content, and consider ways to make improvements. • Gather research by using search engine effectively. • Collect, analyse, evaluate and present data and information.

	<p><u>Digital Citizenship</u></p> <ul style="list-style-type: none">• 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.
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