

		1066 Y4	Burps, Botto... Y4	Misty Mounta... Y4	Road Trip USA! Y4	Traders and R... Y4
Computing	Programme of study					
Aims and purpose	<div>Year 1-6</div> <div>Breadth</div> <div>(optional)</div> <div>⚠</div> <p>Be responsible, competent, confident and creative users of information and communication technology.</p>					
	<div>KS2</div> <div>11</div> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	2	1		4	
	<div>KS2</div> <div>64</div> <p>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.</p>	4	3	2	7	1
	<div>KS2</div> <div>6</div> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>					
	<div>KS2</div> <div>5</div> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>					
	<div>KS2</div> <div>7</div> <p>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.</p>				1	
	<div>KS2</div> <div>11</div> <p>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p>			1		1
	<div>KS2</div> <div>5</div> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p>					