Computing	Programme of study	Beachcombers Y2	Land Ahoy! Y2	Magnificent ... Y2	Muck, Mess a... Y2	Portraits and ... Y2	Street Detecti... Y2	The Scented ... Y2
Aims and purpose	Year 1-6 Breadth *(optional)* ⚠ Be responsible, competent, confident and creative users of information and communication technology.							
	KS1 3 Use logical reasoning to predict the behaviour of simple programs.							
	KS1 16 Recognise common uses of information technology beyond school.	6		1				
	KS1 24 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	1	2		4	1	2	2
	KS1 5 Create and debug simple programs.							
	KS1 7 Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.		1				1	
	KS1 1 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.				1			