4	COMPUTING  National Curriculum expectations and progression of skills development									
	EYFS	End of Y1	End of Y2	End of Y3	End of Y4	End of Y5	End of Y6			
National Curriculum Expectations:	Children recognise that a range of technology is used in places such as homes and schools.     They select and use technology for particular purposes	implemented as produced and that programs eand unambiguous in  Create and debug si  Use logical reasonin simple programs  Use technology purp store, manipulate an  Recognise common technology beyond second information for help and support	mple programs g to predict the behaviour of cosefully to create, organise, d retrieve digital content uses of information	<ul> <li>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> <li>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</li> <li>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> <li>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</li> <li>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>						
Computers and Using Computers		Recognise common uses of information technology in the home and school environment     Use technology to purposely create digital content	Recognise common uses of information technology beyond school     Use technology to purposely create, organise, store, manipulate and retrieve digital content     Use technology to purposely create digital content comparing the benefits of different programs	Recognise familiar forms of input and output devices and how they are used     Make efficient use of familiar forms of input and output devices     With support select and use a variety of software to accomplish goals	Use other input devices such as cameras or sensors With support select and use a variety of software on a range of digital devices With support select, use and combine a variety of software on a range of digital devices to accomplish given goals	Independently select and use appropriate software for a task     Independently select, use and combine a variety of software to design and create content for a given audience	Independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information  Design and create a range of programs, systems and content for a given audience  Independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information			

E-Safety	Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	Use technology safely and keep personal information private	<ul> <li>Use technology safely and respectfully, keeping personal information private</li> <li>Use technology safely and recognise acceptable and unacceptable behaviour</li> </ul>	Use technology responsibly and understand that communication online may be seen by others Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	Understand the need to only select age appropriate content	Use technology respectfully and responsibly ldentify a range of ways to report concerns about content and contact in and out of school
Coding	Predict the behaviour of simple programs Understand what algorithms are and how they are implemented on digital devices  Predict the behaviour of simple programs  Understand what algorithms are and how they are implemented on digital devices	<ul> <li>programs</li> <li>Create and debug simple programs</li> <li>Debug simple programs by using logical reasoning to predict the actions instructed by the code</li> </ul>	Design, write and debug programs that control or simulate virtual events     Use logical reasoning to explain how some simple algorithms work	Decompose programs into smaller parts     Use logical reasoning to detect and correct errors in algorithms and programs     Select, use and combine a variety of software, systems and content that accomplish given goals	Design, input and test an increasingly complex set of instructions to a program or device     Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems     Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated     Design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user     Use logical reasoning to explain how increasingly complex algorithms work to ensure a program's efficiency	Include use of sequences, selection and repetition with the hardware used to explore real world systems Solve problems by decomposing them into smaller parts Create programs which use variables Use variables, sequence, selection and repetition programs Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently

Networks	•	Understand that computer networks enabling the sharing of data and information Understand that the internet is a large network of computers and that information can be shared between computers	•	Understand what services are and how they provide services to a network	•	Begin to use internet services to share and transfer data to a third party	•	Understand how computer networks enable computers to communicate and collaborate begin to use internet searches within his/her own creations to share and transfer data to a third party
Net Searching	•	Use simple search technologies Use simple search technologies and recognise that some sources are more reliable than others	•	Understand how results are selected and ranked by search engines	•	Use filters in search technologies effectively Use filters in search technologies effectively and appreciate how results are selected and ranked	•	Use filters in search technologies effectively and is discerning when evaluating digital content