	Computing Outcomes	

Our Computing Vision

We see computing as an integral part of teaching and learning and see it playing a significant role in the education of all children in our schools. Computing underpins today's modern lifestyle, so it is essential that all pupils gain the confidence and ability that they need in this subject, to prepare them for the challenge of a rapidly developing and changing technological world. The use of ICT will also enhance and extend children's learning across the whole curriculum whilst contributing to motivation and the development of social skills in a safe and secure environment. We will ensure that children are aware of the possible risks when using the internet and therefore aim to ensure that children become responsible, competent, confident and creative users of information and communication technology.

Outcomes for Computing

Predicting behaviour	Using technology purposefully	Evaluating digital content	Online respect and responsibility	Effective communication	Expressing yourself
Digital literacy	Problem Solving	Use different forms of technology confidently	Collaboration	Curious, creative, resourceful, resilient, reflective and collaborative learners	Enhancing learning

Key Knowledge - EYFS	Key Skills - EYFS
Pupils will know:	Pupils will be able to:
Subject Specific Knowledge: • Subject Specific Vocabulary: •	Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Key Knowledge – Year 1	Key Skills – Year 1
Pupils will know:	Pupils will be able to:
Subject Specific Knowledge: • To recognise common uses of information technology beyond school • To identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies • How to keep information private Subject Specific Vocabulary: • Instruction, programs, store, technologies	• Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs • Use technology safely and respectfully, keeping personal information private;

Key Knowledge – Year 2	Key Skills – Year 2
Pupils will know:	Pupils will be able to:
Subject Specific Knowledge: • What is an algorithm • To understand that and that programs execute by following precise and unambiguous instructions • To recognise common uses of information technology beyond school • To identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies • How to keep information private Subject Specific Vocabulary:	• Understand how algorithms are implemented as programs on digital devices • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs • Use technology purposefully to create, organise, store, manipulate and retrieve digital content

• Algorithm, instruction, programs, store, manipulate, technologies	
Key Knowledge – Year 3 Our Pupils will be moving on to:	Key Skills – Year 3 Our Pupils will be moving on to:
• 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 • Use search technologies effectively, appreciate how results are selected and ranked, and 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	• 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 • 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