Computing
Year 1
At
Understand the vocabulary linked to algorithms and bugging Begin to create and edit their own content and programs using a range of software Begin to understand how to stay safe online
Year 2
At
Create and debug algorithms Create and edit their own content and programs using a range of software Discuss the wider use of information technology beyond school Can explain how to stay safe online
Year 3
At
Create and debug algorithms to accomplish specific goals Create and edit their own content and programs using an increasing range of software Begin to use search to accomplish given goals Know how to stay safe online

Year 4
At
Design, write and debug programs to effectively accomplish specific goals Create and edit their own content and programs using an increasing range of software and hardware Use search to accomplish given goals Know how to stay safe online and have a range of strategies to address any concerns
Year 5
At
Design, write and debug programs, including controlling or simulating physical systems, to effectively accomplish specific goals Create and edit their own content and programs using an increasing range of software and hardware Understand computer networks, including the internet, and appreciate how results are selected and ranked when using search engines Know how to stay safe online; use the internet respectfully and responsibly; and have a range of strategies to address any concerns
Year 6
At
Design, write and debug programs, including controlling or simulating physical systems, to effectively accomplish specific goals Create and edit their own content and programs using an increasing range of software and hardware Understand computer networks, including the internet, and appreciate how results are selected and ranked when using search engines Know how to stay safe online; use the internet and social media respectfully and responsibly; and have a range of strategies to address any concerns