



## Jerry Clay Academy: Computing – Key Stage Overview

KS1					
Algorithms	Programming	Creating digital content	Logical reasoning	Use of technology	E-Safety
<ul style="list-style-type: none"> <li>• Understand what algorithms are</li> <li>• Understand that algorithms are implemented as programs on digital devices</li> <li>• Understand that programs execute by following precise and unambiguous instructions</li> </ul>	<ul style="list-style-type: none"> <li>• Create simple programs</li> <li>• Debug simple programs</li> </ul>	<ul style="list-style-type: none"> <li>• Use technology purposefully to create digital content</li> <li>• Use technology purposefully to store digital content</li> <li>• Use technology purposefully to retrieve digital content</li> <li>• Use technology purposefully to organise digital content</li> <li>• Use technology purposefully to manipulate digital content</li> </ul>	<ul style="list-style-type: none"> <li>• Use logical reasoning to predict the behaviour of own programs</li> <li>• Use logical reasoning to predict the behaviour of others' programs</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise common uses of information technology at home</li> <li>• Recognise common uses of information technology outdoors</li> </ul>	<ul style="list-style-type: none"> <li>• Use technology safely</li> <li>• Keep personal information private</li> <li>• Use technology respectfully</li> <li>• Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>



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KS2				
Algorithms	Programming	Computer networks	Software	E-Safety
<ul style="list-style-type: none"> <li>• Use logical reasoning to detect and correct errors in programs</li> <li>• Use logical reasoning to explain how some simple algorithms work</li> <li>• Use logical reasoning to detect and correct errors in algorithms</li> </ul>	<ul style="list-style-type: none"> <li>• Write programs that accomplish specific goals</li> <li>• Design programs that accomplish specific goals</li> <li>• Debug programs that accomplish specific goals</li> <li>• Control or simulate physical systems</li> <li>• Solve problems by decomposing them into smaller parts</li> <li>• Use sequence in programs</li> <li>• Use selection in programs</li> <li>• Use repetition in programs</li> </ul>	<ul style="list-style-type: none"> <li>• Understand how computer networks can provide multiple services, such as the world wide web</li> <li>• Understand computer networks, including the internet</li> <li>• Understand the opportunities computer networks offer for communication</li> <li>• Understand the opportunities computer networks offer for collaboration</li> </ul>	<ul style="list-style-type: none"> <li>• Select, use and combine software</li> <li>• Design and create content</li> <li>• Design and create systems</li> <li>• Collect, analyse, evaluate and present data</li> <li>• Collect, analyse, evaluate and present information</li> </ul>	<ul style="list-style-type: none"> <li>• Use technology responsibly</li> <li>• Identify a range of ways to report concerns about contact</li> <li>• Identify a range of ways to report concerns about content</li> <li>• Recognise acceptable/unacceptable behaviour</li> </ul>



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	<ul style="list-style-type: none"><li>• Work with variables</li><li>• Work with various forms of input and output</li></ul>			
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