



Key Stage 2 Computing Objectives

Computer Science	Information Technology	Digital Literacy
<p>Problem Solving</p> <ul style="list-style-type: none"> • To design, write and debug programs that accomplish specific goals. • To control or simulate physical environments. • To solve problems by decomposing them into smaller parts. 	<p>Creating Content</p> <ul style="list-style-type: none"> • To 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. • To collect, analyse, evaluate and present data and information. 	<p>Online Safety</p> <ul style="list-style-type: none"> • To use technology safely, respectfully and responsibly. • To recognise acceptable/unacceptable behaviour. • To know a range of ways to report concerns and inappropriate behaviour. • To be discerning in evaluating digital content. • To understand the opportunities networks offer for communication and collaboration.
<p>Programming</p> <ul style="list-style-type: none"> • To use sequence, selection and repetition in programs; work with variables. • To work with various forms of input and output. 		
<p>Logical Thinking</p> <ul style="list-style-type: none"> • To use logical reasoning to explain how some simple algorithms work. • To use logical reasoning to detect and correct errors in algorithms and programs. • To understand computer networks including the internet. • To understand how networks can provide multiple services, such as the world wide web. 	<p>Searching</p> <ul style="list-style-type: none"> • To use search technologies effectively. • To appreciate how search results are selected and ranked. 	