

Computing – Key Skills

At the end of Key Stage 1, children should be able to:	
1	Give instructions to in the correct order to make something happen and talk about this as an algorithm.
2	Program a robot or software to do a particular task and spot where it goes wrong so that it can be debugged.
3	Use technology to organise and present ideas in different ways by collecting information, using a camera, microscope or sound recorder.
4	Save and open files and understand that it is important to do this.
5	Explain why we use technology in the classroom, home and community including the differences between the Internet and things in the physical world.
At the end of Key Stage 2, children should be able to:	
1	Create an algorithm to solve a problem, continually testing the program to evaluate its effectiveness and efficiency.
2	Select a particular program or online tool for a specific purpose and select the most effective tool to collect data.
3	Combine a range of media to achieve a particular outcome.
4	Name and describe the different parts of a computing device and explain how it connects to the Internet.
5	Understand how information moves around the Internet, effectively use search engines whilst acknowledging who resources belong to that have been found on the internet.