

COMPUTING SKILLS	Early Years	KS1 (Y1 and Y2)	Lower KS2 (Y3 and Y4)	Upper KS2 (Y5 and Y6)
CREATE CODES Using algorithms.	Follow instructions (symbolic/ verbal) involving several ideas or actions. Give instructions (sequencing symbols/ verbally) for appropriate sequence e.g. for an everyday activity.	Use logical reasoning to predict the outcome of simple programs. Spot patterns of repetition in sequences. Create simple sequence algorithms.	Analyse a problem by breaking it down into its parts. Create algorithms with sequence, selection, repetition and variables. KS2: Sensor CONTROLLING/ simulating physical systems	Use logical reasoning to explain different sections of an algorithm. Use a new coding language to create algorithms with sequence, selection, repetition and variables.
Evaluating algorithms.	Identify whether or not an algorithm is successful.	Analyse effectiveness of algorithm.	Evaluate the efficiency of an algorithm.	Evaluate whether or not the algorithm meets the needs of the problem and audience.
Debugging algorithms.	Identify a problem in a sequence and fix it.	Debug sequence errors independently.	Debug sequence, selection and repetition errors independently.	Debug code by testing sections through isolation.
COLLECT and COMBINE INFORMATION	Select and use technology for a particular purpose. Complete a simple program on a computer. To input simple data to create a table of information.	Create, organise, store, manipulate and retrieve digital content. To create simple representations of data. To copy and paste into word from the internet and save a document To copy, paste, add a new slide, add animation and add a text box to an office programme	Use search technologies effectively. Be discerning in evaluating and selecting digital content. Collect digital content using a range of devices. To collect data and input into an appropriate format e.g tables of information. To use office programmes for different purposes	Select, use and combine a variety of software on a range of digital devices to design and create a range of systems and content that collect, analyse, evaluate and present data and information. To collect data, input into an appropriate format and create graphs to present findings. To use office programmes for different audiences and purposes and to present to others

COMMUNICATE EFFECTIVELY	Share ideas. Use a keyboard in the correct context e.g. role play	Describe ideas. Use the main keys on a keyboard e.g. return, caps lock, space bar, delete	Select and combine appropriate sources. Use the keyboard efficiently through touch-typing.	Use the correct tone, taking into account the audience, purpose and technology. Use touch-typing to present work for different purposes.
CONNECT RESPONSIBLY	Use ICT hardware to interact with age appropriate computer software.	Use technology safely and respectfully, keeping personal information private.	Treat others with respect online. Make responsible choices when faced with dilemmas about appropriate/inappropriate behaviour.	Use software and hardware ethically. Make responsible choices when faced with dilemmas about appropriate/inappropriate behaviour.