		YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
COMPUTER SCIENCE	**Problem Solving**	Understand what algorithms are		Design, write and debug programs that accomplish specific goals			
		Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		Controlling or simulating physical systems			
				Solve problems by decomposing them into smaller parts			
	Programming	Create and debug simple programs		Use sequence, selection and repetition in programs; work with variables			
				Work with various forms of input and output			
	Logical Thinking	Use logical reasoning to predict the behaviour of simple programs		Use logical reasoning to explain how some simple algorithms work			
				Use logical reasoning to detect and correct errors in algorithms and programs			
				Understand computer networks including the internet			
				Understand how networks can provide multiple services, such as the world wide web			
INFORMATION TECHNOLOGY	**Creating content**	Use technology purposefully to organise, store and retrieve digital content.		Select, use and combine a variety of software (including internet services) on a range of digital devices			
		Use technology purposefully to create and manipulate digital content		Design and create a range of programs, systems and content that accomplish given goals			
				Collecting, analysing, evaluating and presenting data and information			
	Searching	*No content for Key Stage 1*		Use search technologies effectively			
				Appreciate how search results are selected and ranked			
DIGITAL LITERACY	**E-Safety**	Use technology safely and respectfully		Use technology safely, respectfully and responsibly			
		Keeping personal information private.		Recognise acceptable/unacceptable behaviour			
		Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		Know a range of ways to report concerns and inappropriate behaviour			
				Be discerning in evaluating digital content			
				Understand the opportunities networks offer for communication and collaboration			
	Using IT beyond School	Recognise common uses of information technology beyond school		*No content for Key Stage 2*			