

Eastergate Computing Curriculum

During the Key Stage 1 and 2 Computing Curriculum, each child will continuously revisit the same three areas and build on the skills and knowledge they learnt from the previous unit. The areas are:



Computer Science



E-Safety



Creativity

To make it easier to follow these symbols have been used to indicate where the objectives below fit in to the areas mentioned above.

Key Stage 1

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Pupils should be taught to:	Learning to be Computer Scientists	Learning to be creative	Learning to be e-safe
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions			
create and debug simple programs			
use logical reasoning to predict the behaviour of simple programs			
use technology purposefully to create, organise, store, manipulate and retrieve digital content			
recognise common uses of information technology beyond school			
use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.			

Key Stage 2

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Pupils should be taught to:	Learning to be Computer Scientists	Learning to be Creative	Learning to be e-safe
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts			
use sequence, selection, and repetition in programs; work with variables and various forms of input and output			
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			
understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration			
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			

<p>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, including collecting, analysing, evaluating and presenting data and information</p>			
<p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>			