RSS Computing Overview

National Curriculum Aims	The national curriculum for art and design aims to ensure that all pupils:
	• can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
	• can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
	• can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
	• are responsible, competent, confident and creative users of information and communication technology

National Curriculum Aims	Progression of Skills		
	Reception/Y1	Y1/2	Y2
Key stage 1 Pupils should be taught to: 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.	**EYFS Expectation:** Children know how to recognise a range of technology that is used in places such as homes and schools. Children know how to select and use technology for a particular purpose. Children know how to name and use a keyboard and mouse with developing control. Children know how to access and use simple activities using touch technology with increasing control. Children know how to log on/unlock a digital device. **Year 1 Expectation:** Children know how to use the keyboard to write their name with a capital letter. Children know that there is a wide range of technology and can they name some equipment. Children know how to select and launch an appropriate program for a given task. E.g. word, 2 simple Children know how to use a range	**Year 1 Expectation:** Children know how to use the keyboard to write their name with a capital letter. Children know that there is a wide range of technology and can they name some equipment. Children know how to select and launch an appropriate program for a given task. E.g. word, 2 simple Children know how to use a range of different technology and talk about its use. Children know how to use keyboard skills to type a simple username and password into a given program. Children know how to safely use technology by opening and closing a piece of equipment safely and appropriately. **Year 2 Expectation:** Children know how to use of a wide range of technology and can describe how it works in a variety of different contexts. Children know how to select the appropriate piece of technology for a particular purpose and communicate this. Children know how to save their work to a folder and retrieve it when needed. Children know how to understand how to edit and copy information using a variety of media. Children know how to capture a digital image, retrieve and manipulate it. Children know how to save their work to a folder and retrieve it when needed. Children know how to begin to understand how to edit and copy information using a variety of media.	**Year 2 Expectation:** Children know how to use of a wide range of technology and can describe how it works in a variety of different contexts. Children know how to select the appropriate piece of technology for a particular purpose and communicate this. Children know how to save their work to a folder and retrieve it when needed. Children know how to understand how to edit and copy information using a variety of media. Children know how to capture a digital image, retrieve and manipulate it. Children know how to save their work to a folder and retrieve it when needed. Children know how to begin to understand how to edit and copy information using a variety of media.