



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

EYFS Understanding the World (Technology)

Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

National Curriculum Aims	Progression of Skills	
	Year 1	Year 2
<p>Key stage 1 Pupils should be taught to:</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Recognise common uses of information technology beyond school</p> <p>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.</p>	<p>Year 1 Expectation:</p> <p>Children know how to use the keyboard to write their name with a capital letter.</p> <p>Children know that there is a wide range of technology and can they name some equipment.</p> <p>Children know how to select and launch an appropriate program for a given task. E.g. word, 2 simple</p> <p>Children know how to use a range of different technology and talk about its use.</p> <p>Children know how to use keyboard skills to type a simple username and password into a given program.</p> <p>Children know how to safely use technology by opening and closing a piece of equipment safely and appropriately.</p>	<p>Year 2 Expectation:</p> <p>Children know how to use of a wide range of technology and can describe how it works in a variety of different contexts.</p> <p>Children know how to select the appropriate piece of technology for a particular purpose and communicate this.</p> <p>Children know how to save their work to a folder and retrieve it when needed.</p> <p>Children know how to understand how to edit and copy information using a variety of media.</p> <p>Children know how to capture a digital image, retrieve and manipulate it.</p> <p>Children know how to save their work to a folder and retrieve it when needed.</p> <p>Children know how to begin to understand how to edit and copy information using a variety of media.</p>