

Computing KS2 Curriculum Overview

Computer Science

Pupils will:

- Understand what algorithms are
- Create and debug simple programs
- Understand that programs execute by following precise and unambiguous instructions
- Use logical reasoning to predict the behaviour of simple programs
- Work with various forms of input
- Work with various forms of output
- Control or simulate physical systems
- Use logical reasoning to detect and correct errors in programs
- Understand how computer networks can provide multiple services, such as the world wide web
- Appreciate how search results are selected

Information Technology

Pupils will:

- Use technology purposefully to create and manipulate digital content
- Use technology purposefully to store digital content



- Use technology purposefully to retrieve digital content
- Use a variety of software to accomplish given goals
- Collect information
- Analyse information
- Evaluate information
- Present information
- Design and create content

Digital Literacy

Pupils will:

- Use technology safely
- Use technology respectfully
- Use technology responsibly
- Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
- Identify a range of ways to report concerns about contact and content
- Recognize acceptable / unacceptable behaviour
- Be discerning in evaluating digital content



Northstar
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Assessments

- at the end of each unit pupils will perform a summative assessment
- self-assessment
- peer-assessment
- teacher informal assessment