

Key Stage 2- Computing Key Skills

	LKS2	UKS2
Programming	<ul style="list-style-type: none"> - Design and write programmes (Crumble) to achieve a goals (Crumble Y3+4 project resource available) - To use repeated sequences in programs. - To use at least 2 outputs- sound and light (by the end of LKS2) - To be able to explain why an algorithm works. - To identity and fit errors 	<ul style="list-style-type: none"> - Design and write programmes (Crumble) to achieve a goals (Crumble Y5+6 project resource available) - To use repeated sequences in programs. - To a variety of more complex outputs e.g. motor, sensor. - To be able to explain why an algorithm works. - To identity and fit errors (more complex errors) by breaking down the sequence to identify where the fault is.
Technology	<p>To use all these to fit a specific purpose. (teacher told)</p> <ul style="list-style-type: none"> - Create a simple excel table that can add. - Use a range of digital devices to collect/record data (internet search/picture/videos/audio) - Use and contribute to a database (e.g. Lino App) - Explore the features of a presentation document (e.g. office) experimenting with font, size colour etc. (e.g. e-safety poster/presentation) - To begin to understand how the internet works and recognise how to use it effectively (search engines/key words in search/how results are ranked) - To begin to understand how the internet can be used to achieve a specific purpose (e.g. Communication - skype/social media. Research) 	<p>To being to decide for them what software is needed to fit the specific purpose. (e.g. publisher for leaflet)</p> <ul style="list-style-type: none"> - Create a table on excel and then turn into a graph. - Use a range of digital devices to collect/record data (internet search/picture/videos/audio) - Use and contribute to a database (e.g. Lino App) - Explore more complex features of a presentation document (e.g. office) experimenting with images/video/sound/hyperlink (e.g. e-safety poster/presentation) - To understand how the internet works and evaluate digital content (not everything is true/reliable) - To understand how the internet can be used to achieve a specific purpose (e.g. Communication - skype/social media. Research)
E- Safety	<ul style="list-style-type: none"> - Agree Class E-safety rules (within this discuss acceptable/unacceptable behaviour) - Discuss what we can do to protect us online (secure passwords/sites) and why this is important. - Be able to recognise what actions could be taken if they are uncomfortable or upset online (E.g. report abuse button) - To understand the risks of playing games online (time and content/age) - To promote E-safety in school (e.g. poster/presentations) 	<ul style="list-style-type: none"> - Agree Class E-safety rules (within this discuss acceptable/unacceptable behaviour) - Discuss what we can do to protect us online (secure passwords/sites) and why this is important. - Children to think about starting to create passwords to a criteria(on paper) - Be able to recognise what actions could be taken if they are uncomfortable or upset online (E.g. report abuse button) - To understand the risks of being online (time and content/age/virus risk-pop ups) - To promote E-safety in school and the wider community (e.g. poster/presentations/using the twitter account/podcast)