



Flookburgh C of E Primary School

Computing Knowledge: EYFS



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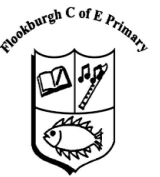
Computing Knowledge: Key Stage 1



	Algorithms	Create Programs	Reasoning
National Curriculum	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Pupils should be taught to create and debug simple programs 	<ul style="list-style-type: none"> Pupils should be taught to use logical reasoning to predict the behaviour of simple programs
Knowledge Acquired	<ul style="list-style-type: none"> Create a series of instructions and plan a journey for a programmable toy Understand that algorithms are used on digital devices 	<ul style="list-style-type: none"> Create, store and retrieve digital content Write a simple program and test it 	<ul style="list-style-type: none"> Predict what the outcome of a simple program will be (logical reasoning)
	Using Technology	Uses of IT Beyond School	Safe Use
National Curriculum	<ul style="list-style-type: none"> Pupils should be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital 	<ul style="list-style-type: none"> Pupils should be taught to recognise common uses of information technology beyond school 	<ul style="list-style-type: none"> Pupils should be taught to 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
Knowledge Acquired	<ul style="list-style-type: none"> Use a website and a camera Record sound and play back Understand that programs require precise instructions Organise, retrieve and manipulate digital content 	<ul style="list-style-type: none"> Talk about some of the it uses in their own home Know how technology is used in school and outside school 	<ul style="list-style-type: none"> Use technology safely Keep personal information private Know where to go for help if concerned



	Create Programs	Develop Programs	Reasoning	Networks
National Curriculum	<ul style="list-style-type: none"> Pupils should be taught to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts 	<ul style="list-style-type: none"> Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output 	<ul style="list-style-type: none"> Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 	<ul style="list-style-type: none"> Pupils should be taught to 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
Knowledge Acquired	<ul style="list-style-type: none"> Write programs that accomplish specific goals give an 'on-screen# robot specific instructions that takes the from a to b 	<ul style="list-style-type: none"> Design a sequence of instructions, including directional instructions experiment with variables to control models 	<ul style="list-style-type: none"> Discern when it is best to use technology and where it adds little or no value Make an accurate prediction and explain why they believe something will happen (linked to programming) 	<ul style="list-style-type: none"> Navigate the web to complete simple searches Know how to search for specific information and know which information is useful and which is not.
	Search engines	Using programs	Safe use	
National Curriculum	<ul style="list-style-type: none"> Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 	<ul style="list-style-type: none"> Pupils should be taught to 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 	<ul style="list-style-type: none"> Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	
Knowledge Acquired	<ul style="list-style-type: none"> Use a range of software for similar purposes Collect and present information Select and use software to accomplish given goals 	<ul style="list-style-type: none"> Understand what computer networks do and how they provide multiple services Produce and upload a podcast 	<ul style="list-style-type: none"> Use technology respectfully and responsibly Know different ways they can get help, if concerned Recognise acceptable and unacceptable behaviour using technology 	



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Knowledge Acquired	<ul style="list-style-type: none"> Use technology to control an external device Write a program that combines more than one attribute 	<ul style="list-style-type: none"> Develop a program that has specific variables identified Develop a sequenced program that has repetition and variables identified 	<ul style="list-style-type: none"> Analyse and evaluate information reaching a conclusion that helps with future developments Design algorithms that use repetition and 2-way selection 	
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Knowledge Acquired	<ul style="list-style-type: none"> Understand how search results are selected and ranked Be aware that some search engines may provide misleading information 	<ul style="list-style-type: none"> Combine sequences of instructions and procedures to turn devices on and off Present the data collected in a way that makes it easy for others to understand 	<ul style="list-style-type: none"> Understand that they have to make choices when using technology and that not everything is true and/or safe Be increasingly aware of the potential dangers in using aspects of it and know when to already someone if feeling uncomfortable 	