|  | Algorithms | Program Development | Data \& Data Representation | Hardware \& Processing | Communication \& Networks | Information Technology |
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| 7-9 | - Shows an awareness of tasks best completed by humans or computers. (EV) <br> - Designs solutions by decomposing a problem and creates a subsolution for each of these parts. (DE) (AL) (AB) <br> - Recognises that different solutions exist for the same problem. (AL) (AB) <br> - Designs solutions (algorithms) that use repetition and two-way selection i.e. if, then and else. (AL) | - Understands the difference between, and appropriately uses if and if, then and else statements. (AL) <br> - Uses a variable and relational operators within a loop to govern termination. (AL) (GE) <br> - Creates programs that implement algorithms to achieve given goals. (AL) <br> - Declares and assigns variables. (AB) | - Understands how bit patterns represent numbers and images. (AB) <br> - Knows that computers transfer data in binary. (AB) <br> - Understands the difference between data and information. (AB) <br> - Knows why sorting data in a flat file can improve searching for information. (EV) <br> - Performs more complex searches for information e.g. Using Boolean and relational operators, pattern matching, uniqueness, limits. (AL) (GE) (EV) | - Understands why and when computers are used. (EV) <br> - Understands the main functions of the operating system. (DE) (AB) <br> - Recognises and understands the function of the main internal parts of basic computer architecture. (AB) <br> - Knows that there is a range of operating systems and application software for the same hardware. (AB) | - Selects, combines and uses internet services. (EV) <br> - Demonstrates responsible use of technologies and online services, and knows a range of ways to report concerns. <br> - Uses technologies and online services securely, and knows how to identify and report inappropriate conduct. (AL) | - Makes judgements about digital content when evaluating and repurposing it for a given audience. (EV) (GE) <br> - Understands the potential of information technology for collaboration when computers are networked. (GE) <br> - Designs criteria to critically evaluate the quality of solutions, uses the criteria to identify improvements and can make appropriate refinements to the solution. (EV) |
| 6-8 | - Understands that algorithms are implemented on digital devices as programs.(AL) <br> - Designs simple algorithms using loops, and selection i.e. if statements. (AL) <br> - Uses logical reasoning to predict outcomes. (AL) <br> - Detects and corrects errors i.e. debugging, in algorithms. (AL) | - Creates programs that implement algorithms to achieve given goals. (AL) <br> - Declares and assigns variables. (AB) <br> - Uses post-tested loop e.g. ‘Until', and a sequence of selection statements in programs, including an if, then and else statement. (AL) | - Performs more complex searches for information e.g. Using Boolean and relational operators and pattern matching (LIKE). (AL) (GE) (EV) <br> - Analyses and evaluates data and information, and recognises that poor quality data leads to unreliable results, and inaccurate conclusions. (AL) (EV) <br> - Knows that digital computers use binary to represent all data. (AB) | - Knows that computers collect data from various input devices, including sensors and application software. (AB) <br> - Understands the difference between hardware and application software, and their roles within a computer system. (AB) | - Understands the difference between the internet and internet service e.g. World Wide Web. (AB) <br> - Recognises what is acceptable and unacceptable behaviour when using technologies and online services <br> - Understands how to effectively use search engines, and knows how search results are selected, including that search engines use 'web crawler programs'. (AB) (GE) (EV). | - Collects, organises and presents data and information in digital content. (AB) <br> - Creates digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience e.g. Blogging. (AL) <br> - Recognises the audience when designing and creating digital content. (EV) <br> - Makes appropriate improvements to solutions based on |


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|  |  |  |  |  |  | feedback received, and can comment on the success of the solution. (EV) |
| 5-7 | - Understands that algorithms are implemented on digital devices as programs.(AL) <br> - Designs simple algorithms using loops, and selection i.e. if statements. (AL) <br> - Uses logical reasoning to predict outcomes. (AL) <br> - Detects and corrects errors i.e. debugging, in algorithms. (AL) | - Uses arithmetic operators, if statements, and loops, within programs. (AL) <br> - Uses logical reasoning to predict the behaviour of programs. (AL) <br> - Detects and corrects simple semantic errors (debugging) in programs. (AL) | - Recognises different types of data: text, number. (AB) (GE) <br> - Appreciates that programs can work with different types of data. (GE) <br> - Recognises that data can be structured in tables to make it useful. (AB) (DE) <br> - Performs more complex searches for information e.g. Using Boolean and relational operators. (AL) (GE) (EV) | - Recognises that a range of digital devices can be considered a computer. (AB) (GE) <br> - Recognises and can use a range of input and output devices. <br> - Understands how programs specify the function of a general purpose computer. (AB) | - Navigates the web and can carry out simple web searches to collect digital content. (AL) (EV) <br> - Demonstrates use of computers safely and responsibly, knowing a range of ways to report unacceptable content and contact when online. | - Uses technology with increasing independence to purposefully organise digital content. (AB) <br> - Shows an awareness for the quality of digital content collected. (EV) <br> - Uses a variety of software to manipulate and present digital content: data and information. (AL) <br> - Talks about their work and makes improvements to solutions based on feedback received.(EV) |
| 4-6 | - Understands that algorithms are implemented on digital devices as programs.(AL) <br> - Designs simple algorithms using loops, and/or selection i.e. if statements. (AL) <br> - Uses logical reasoning to predict outcomes. (AL) | - Uses arithmetic operators, if statements, and loops, within programs. (AL) <br> - Uses logical reasoning to predict the behaviour of programs. (AL) <br> - Detects and corrects simple semantic errors (debugging) in programs. (AL) | - Recognises different types of data: text, number. (AB) (GE) <br> - Appreciates that programs can work with different types of data. (GE) <br> - Recognises that data can be structured in tables to make it useful. (AB) (DE) <br> - Uses filters or can perform single criteria searches for information.(AL) | - Recognises that a range of digital devices can be considered a computer. (AB) (GE) <br> - Recognises and can use a range of input and output devices. <br> - Understands how programs specify the function of a general purpose computer. (AB) | - Navigates the web and can carry out simple web searches to collect digital content. (AL) (EV) <br> - Demonstrates use of computers safely and responsibly, knowing a range of ways to report unacceptable content and contact when online. | - Uses technology with increasing independence to purposefully organise digital content. (AB) <br> - Shows an awareness for the quality of digital content collected. (EV) <br> - Uses a variety of software to manipulate and present digital content: data and information. (AL) <br> - Talks about their work and makes improvements to solutions based on |


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|  |  |  |  |  |  | feedback received.(EV) |
| 3-5 | - Understands what an algorithm is and is able to express simple linear (non-branching) algorithms symbolically. (AL) <br> - Understands that computers need precise instructions. (AL) <br> - Demonstrates care and precision to avoid errors. (AL) | - Knows that users can develop their own programs, and can demonstrate this by creating a simple program in an environment that does not rely on text e.g. programmable robots etc. (AL) <br> - Executes, checks and changes programs. (AL) <br> - Understands that programs execute by following precise instructions. (AL) | - Recognises that digital content can be represented in many forms. (AB) (GE) <br> - Distinguishes between some of these forms and can explain the different ways that they communicate information. (AB) | - Understands that computers have no intelligence and that computers can do nothing unless a program is executed. (AL) <br> - Recognises that all software executed on digital devices is programmed. (AL) (AB) (GE) | - Obtains content from the World Wide Web using a web browser. (AL) <br> - Understands the importance of communicating safely and respectfully online, and the need for keeping personal information private. (EV) <br> - Knows what to do when concerned about content or being contacted. (AL) | - Uses software under the control of the teacher to create, store and edit digital content using appropriate file and folder names. (AB) (GE) (DE) <br> - Understands that people interact with computers. <br> - Shares their use of technology in school. <br> - Knows common uses of information technology beyond the classroom. (GE) |
| 2-4 | - Uses input, output and variables in programs. <br> - Appreciates the need to sequence instructions correctly to achieve the desired effect. | - Makes uses of input, output statements, writing them in the correct sequence. <br> - Can make simple changes to correct bugs in programs. | - Recognises that digital content can be represented in many forms. (AB) (GE) <br> - Distinguishes between some of these forms and can explain the different ways that they communicate information. (AB) | - Knows that a computer needs clear instructions from a user or programmer in order to operate as expected. | - Knows what to do when concerned about content or being contacted. (AL) | - Talks about their work and makes changes to improve it. (EV) <br> - Shares their experiences of technology in school and beyond the classroom. (GE) (EV) |
| 1-3 | - Can apply instructions in the correct sequence to achieve a goal. <br> - Uses input and output statements. | - Can use inputs and outputs in a program. | - Recognises that digital content can be represented in many forms. (AB) (GE) <br> - Distinguishes between some of these forms and can explain the different ways that they communicate information. (AB) | - Knows that a computer needs clear instructions from a user or programmer in order to operate as expected. | - Knows what to do when concerned about content or being contacted. (AL) | - Makes improvements to work based on feedback and advice. |

