## **Computing Curriculum**

This is table shows the National Curriculum for Computing, mapped onto four themes:

- · Understanding Technology
- Programming
- Digital Literacy
- E-Safety

	Understanding Technology	Programming	Digital Literacy	E-Safety
KS1	Recognise common uses of information technology beyond school.	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.  Create and debug simple programs.  Use logical reasoning to predict the behaviour of simple programs.		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.
KS2	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.		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.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

The content of this document was adapted from the Primary Computing Curriculum (http://www.ccc-computing.org.uk/) developed by The Cambridgeshire Education ICT Service (http://www.theictservice.org.uk/).

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