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Key Stage 2 Computing

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- 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.

Year 4 Objectives

- **I can experiment with variables to control models.**
- **I can give an onscreen robot specific instructions that gets them from A to B.**
- **I can make an accurate prediction and explain why I think something will happen. (programming)**
- **I can de-bug a program.**
- **I can select and use software to accomplish given goals.**
- **I can collect and present data.**
- **I can produce and upload a pod-cast**
- **I recognise acceptable and unacceptable behaviour using technology.**
- **I can experiment with variables to control models.**
- **I can give an onscreen robot specific instructions that gets them from A to B.**