Computing

Year 5 and Year 6

In KS2 Pupils should be taught:

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 (*see Y4*)

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 (*This is linked through the Online Safety Plan and covered by all year groups, every half term*)



SUBJECT AIMS - By the end of KS2 children at WVPS will:

Use COMPUTING to understand the process of solving problems or making something by applying computational thinking.
Be skilled and equipped to use a wide range of INFORMATION COMMUNICATION TECHNOLOGY to create programs, systems and work

- Have strong skills of DIGITAL LITERACY by demonstrating confidence in, and enthusiasm for, using a range of technology / online resources in the wider world
- Flourish in a connected world by being aware of their own ONLINE SAFETY and knowing where to go for help and support if the children ever need it

