



## Blackheath Primary Academy Computing Intent Document

The progression grid outlines the specific knowledge and skills which defines what our pupils are expected to be able to know and do in Computing by the end of each phase.

### COMPUTER SCIENCE (Coding/Computer Networks)

At EYFS: <b>Currently under review due to new EYFS Reform Framework September2021</b>	At Key Stage One: <ul style="list-style-type: none"><li>understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li><li>create and debug simple programs</li><li>use logical reasoning to predict the behaviour of simple programs</li></ul>	At Lower Key Stage Two: <ul style="list-style-type: none"><li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li><li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li><li>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</li></ul>	At Upper Key Stage Two: <ul style="list-style-type: none"><li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li><li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li><li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li><li>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</li></ul>
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### INFORMATION TECHNOLOGY (Software/Searching/Databases)

At EYFS: <b>Currently under review due to new EYFS Reform Framework September2021</b>	At Key Stage One: <ul style="list-style-type: none"><li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li></ul>	At Lower Key Stage Two: <ul style="list-style-type: none"><li>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</li></ul>	At Upper Key Stage Two: <ul style="list-style-type: none"><li>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</li><li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li></ul>
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### DIGITAL LITERACY (Use of Technology/E-Safety)

At EYFS: <b>Currently under review due to new EYFS Reform Framework September2021</b>	At Key Stage One: <ul style="list-style-type: none"><li>recognise common uses of information technology beyond school</li><li>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.</li></ul>	At Lower Key Stage Two: <ul style="list-style-type: none"><li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li><li></li></ul>	At Upper Key Stage Two: <ul style="list-style-type: none"><li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li><li></li></ul>
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Overarching Computing Vocabulary			
At EYFS:  Currently under review due to new EYFS Reform Framework September2021	At Key Stage One: Keyboard Mouse Lens Microphone Headphones Monitor Printer Light Word Processor Multi-media Focus Capture Undo Web browser Search bar Search engine Menu Navigate Algorithm Debugging Event Execute Object Testing Bee-bot Program	At Lower Key Stage Two: Insert Cut Copy Paste Crop Filter Border Brightness Blur URL (Uniform Resource Locator) Crawl Ranked Wifi Router IP Address Server ISP (Internet service provider) Hardware Software Control system Algorithm Repetition Programming Variable Selection	At Upper Key Stage Two: HTML Transition Data Phishing Digital footprint Secure Privacy Social media Broadcasting Communication World wide web Bluetooth Flowchart Control system Logical reasoning Tinkering De-composition Abstraction (removing unnecessary detail)