

KPIs 2021-22 Computing Curriculum

	EYFS	KS1	LKS2	UKS2
Handling Data	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • To use technology to collect, sort, record information in simple charts and draw conclusions from the data • Use technology to produce simple charts/graphs. 	<ul style="list-style-type: none"> • To start to use technology to collect data, analyses, evaluate and present data and information. 	<ul style="list-style-type: none"> • To use a variety of technology to create and develop presentations, integrating effects to enhance outcomes • To select, use and combine a variety of technology to accomplish given goals • To represent data from analysis in appropriate ways, including the use of graphs • To answer questions by using technology to collect, store, analyse and present information including what if?... questions.
Multimedia	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content (word, pic collage) • To use technology to communicate with unknown audiences 	<ul style="list-style-type: none"> • select, use and combine a variety of software (including internet services) on a range of digital devices 	<ul style="list-style-type: none"> • To select, use and combine a variety of technology to create, refine and present work in a digital format using appropriate forms and conventions

Programming	<ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • To understand the use of algorithms, how these are used to program digital devices (Beebots, StratchJr) 	<ul style="list-style-type: none"> • Using knowledge of algorithms, start to design, write and debug programs that accomplish specific goals 	<ul style="list-style-type: none"> • To design, write and debug* simple programs for real output, including controlling or simulating physical systems and solving problems. Write simple code to explain how the programs work. • Use logical reasoning to explain how algorithms work and to detect and correct errors in algorithms and programs.
E-Safety	<p>Know and talk about the different factors that support their overall health and wellbeing:</p> <ul style="list-style-type: none"> • regular physical activity • healthy eating • toothbrushing • sensible amounts of 'screen time' • having a good sleep routine • being a safe pedestrian 	<ul style="list-style-type: none"> • Understand how to use technology safely keeping personal information private and identify where to go for help if they have concerns over their own safety. 	<ul style="list-style-type: none"> • Understand how to keep passwords secure, make good choices online and recognise safety features online. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour and identify how to report online concerns. 	<ul style="list-style-type: none"> • Understand the consequences of misuse and identify a range of ways to report online concerns about content and contact.
Technology		<ul style="list-style-type: none"> • Explore digital resources by using hyperlinks and the use of QR codes • Use the internet and other digital sources to find out about significant issues, events and people and explore real and imaginary locations • recognise common uses of information technology beyond school 	<ul style="list-style-type: none"> • Understand how to use a variety of search technologies effectively to search and select appropriate information from the internet and other digital sources • Understand how search technologies sort and rank information and how to use this effectively 	<ul style="list-style-type: none"> • Understand computer networks in simple terms • Use technology to communicate with others (emails, blogs, social media)