Computing Skill Progression at St Matthias

Information technology = Children can evaluate and apply information technology, including new or unfamiliar technologies. This includes using things such as office applications and other software, as well as using the internet. KS1: Use technology purposefully to create, organise, store, manipulate and retrieve digital content. KS2: Use search technologies effectively. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programmes, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	
Digital literacy = Children are responsible, competent, confident and creative users of information and communication technology. They do this safely and responsibly. KS1: Recognise common uses of information technology beyond school. 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 the opportunities (networks) offer for communication and collaboration. Be discerning in evaluating digital content. Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact.	
Computer science = Children can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation; and can analyse problems in computational terms by writing computer programs. KS1: Understand what algorithms are; how they are implemented as programmes on digital devices; and that programmes execute by following precise and unambiguous instructions. Create and debug simple programmes. Use logical reasoning to predict the behaviour of simple programmes. KS2: Design, write and debug programmes that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programmes; 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 programmes. Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web. Appreciate how [search] results are selected and ranked.