

Being a computer scientist.

		Knowledge
R	Year A	Pupils will recognise devices that follow instructions Pupils will be able to follow instructions given by the teacher Pupils will understand the need for accuracy when giving or following instructions Pupils will be able to sequence a simple set of instructions in the correct order
YR 1	Year A	Pupils will be able to give directional instructions that can be understood and followed Pupils will be introduced to the word algorithm Pupils will understand the need for accuracy when giving instructions Pupils will share and discuss their knowledge of directional instructions with their peers Pupils will begin to create and debug simple programs using directional language
Yr 2	Year A	Pupils will understand what algorithms are Pupils will understand the need for accuracy when giving or following instructions Pupils will be able to create and debug simple programs Pupils will be able to predict the behaviour of simple programs and explain their reasoning
YR 3	Year A	Pupils will explain how simple algorithms work and will start to spot some errors Pupils will be able to write and debug simple programs that accomplish specific goals Pupils will be able to use repeat procedures in their programs Pupils will understand the need for accuracy when giving or following instructions
YR 4	Year A	Pupils will explain how algorithms work and will be able to detect errors Pupils will be able to write and debug programs that accomplish specific goals Pupils will be able to use repeat procedures in their programs Pupils will be able to write a procedure that instructs the turtle to draw a flower Pupils will apply their knowledge of the importance of accuracy when giving instructions
YR 5	Year A	Pupils will be able to write programs that control or simulate physical systems Pupils will begin to solve problems by decomposing them into smaller parts Pupils will apply their knowledge of the importance of accuracy when giving instructions Pupils will understand how input/output devices work
YR 6	Year A	Pupils will be able to write and debug programs that accomplish specific goals Pupils will be able to solve problems by decomposing them into smaller parts Pupils will be able to use logical reasoning to explain how simple algorithms work and to detect and correct errors Pupils will apply their knowledge of the importance of accuracy when giving instructions
YR 6+		

