

Computing Intent - Essential Knowledge / End Points

Record of progression of key skills (knowledge) and vocabulary

<u>Year 1</u> <u>Essential Knowledge / End Points</u>	<u>Key Vocabulary</u>		
<p>Computer Science</p> <ul style="list-style-type: none">• Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.• Create and debug simple programs.• Use logical reasoning to predict the behaviour of simple programs. <p>Information Technology</p> <ul style="list-style-type: none">• Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <p>Digital Literacy</p> <ul style="list-style-type: none">• Recognise common uses of information technology beyond school.• Use technology safely and respectfully, keeping personal information private; identify where to go	Login Username Avatar Notification Password Topics Logout Tools My Work Save Sort Criteria Pictogram	Instruction Debug Algorithm Computer Animation E-Book Font File Sound Effect Code Command Event Execute	Input Output Object

for help and support when they have concerns about content or contact on the internet or other online technologies.	Data Collate		
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<u>Year 2</u> <u>Essential Knowledge / End Points</u>	<u>Key Vocabulary</u>		
<p>Computer Science</p> <ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs. • Use logical reasoning to predict the behaviour of simple programs. <p>Information Technology</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <p>Digital Literacy</p> <ul style="list-style-type: none"> • 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. 	Action Algorithm Background Collision Detection Key Pressed Design Mode Predict Nesting Properties Sequence Scene Text Scale	Search Internet Attachment Email Digital Footprint Copy & Paste Cells Columns Spreadsheet Binary Tree Database Search Engine Palette Template	Sound effect Node Animated

<u>Year 3</u> <u>Essential Knowledge / End Points</u>	<u>Key Vocabulary</u>		
<p>Computer Science</p> <ul style="list-style-type: none"> • 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. <p>Information Technology</p> <ul style="list-style-type: none"> • 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 	<p>Algorithm</p> <p>Blocks of Command</p> <p>Alert</p> <p>Flowchart</p> <p>Button</p> <p>Output</p> <p>Repeat</p> <p>Nesting</p> <p>Procedure</p> <p>Values</p> <p>Sequence</p> <p>Blog</p> <p>Spoof Website</p>	<p>PEGI Rating</p> <p>Advance Mode</p> <p>Spin Tool</p> <p>Top Row Keys</p> <p>Bottom Row Keys</p> <p>Home Row Keys</p> <p>Space Bar</p> <p>CC</p> <p>Send</p> <p>Compose</p> <p>Address Book</p> <p>Save to Draft</p>	<p>Branching Database</p> <p>Question</p> <p>Simulation</p> <p>Field</p> <p>Bar Chart</p> <p>Block Graph</p> <p>Line Graph</p> <p>Slide Show</p> <p>Stock Image</p> <p>Transition</p> <p>Text Box</p> <p>Text Formatting</p>

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.

Digital Literacy

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.

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<p style="text-align: center;"><u>Year 4</u></p> <p style="text-align: center;"><u>Essential Knowledge / End Points</u></p>	<p style="text-align: center;"><u>Key Vocabulary</u></p>		
<p>Computer Science</p> <ul style="list-style-type: none"> • 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. <p>Information Technology</p> <ul style="list-style-type: none"> • 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, 	<p>Action</p> <p>Alert</p> <p>Coordinates</p> <p>If/Else</p> <p>Object Types</p> <p>Repeat Until</p> <p>Variable Value</p> <p>Computer Virus</p> <p>Cookies</p> <p>Copyright</p> <p>Digital Footprint</p> <p>Identity Theft</p> <p>Malware</p> <p>Phishing</p> <p>Spam</p>	<p>Underline</p> <p>LOGO</p> <p>BK</p> <p>FD</p> <p>RT</p> <p>LT</p> <p>SETPC</p> <p>PU</p> <p>PD</p> <p>Onion Skinning</p> <p>Stop Motion</p> <p>Flip Book</p> <p>Easter Egg</p>	<p>Motherboard</p> <p>Graphics Card</p> <p>CPU</p> <p>RAM</p> <p>Network Card</p> <p>Monitor</p> <p>Speakers</p> <p>Keyboard</p> <p>Mouse</p>

<p>including collecting, analysing, evaluating and presenting data and information.</p> <p>Digital Literacy</p> <ul style="list-style-type: none">● Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concern about content and contact.	<p>Average Formula Random Tool Formula Wizard Bold Italic</p>		
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<p style="text-align: center;"><u>Year 5</u></p> <p style="text-align: center;"><u>Essential Knowledge / End Points</u></p>	<p style="text-align: center;"><u>Key Vocabulary</u></p>		
<p>Computer Science</p> <ul style="list-style-type: none"> • 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. <p>Information Technology</p> <ul style="list-style-type: none"> • 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, 	<p>Action</p> <p>Abstraction</p> <p>Algorithm</p> <p>Decomposition</p> <p>Coordinates</p> <p>Function</p> <p>Timer</p> <p>Variable</p> <p>Simulation</p> <p>Citations</p> <p>Encryptions</p> <p>Brochure</p>	<p>Average</p> <p>Equals Tools</p> <p>Branching</p> <p>Database</p> <p>Binary Tree</p> <p>Statistics and Reports</p> <p>Computer Game</p> <p>Screenshot</p> <p>Modelling</p> <p>3D Printing</p> <p>Concept Map</p> <p>Audience</p>	<p>Cursor</p> <p>Font</p> <p>In-built Styles</p> <p>Text</p> <p>Formatting</p> <p>Text Wrap</p> <p>Word Art</p> <p>Word</p> <p>Processing Tool</p> <p>Merge Cells</p>

including collecting, analysing, evaluating and presenting data and information.

Digital Literacy

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<u>Year 6</u> <u>Essential Knowledge / End Points</u>	<u>Key Vocabulary</u>		
<p>Computer Science</p> <ul style="list-style-type: none"> • 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. <p>Information Technology</p> <ul style="list-style-type: none"> • 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, 	Developer Get Input Launch Command Number Variable Predict Procedure Run String Selection Tab User Input Screen Time	Blog Post Collaboration Text-based Adventure Debug Network Router Network Cables WAN LAN Wireless	BIT BYTE Kilobyte Machine Code Gigabyte Transistor Terabyte Nibble Alignment Range Cell Reference Workbook Average Function

including collecting, analysing, evaluating and presenting data and information.

Digital Literacy

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<p>including collecting, analysing, evaluating and presenting data and information.</p> <h3>Digital Literacy</h3> <ul style="list-style-type: none">• Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concern about content and contact.			
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