



**EWELL GROVE PRIMARY AND NURSERY SCHOOL**

**COMPUTING – SPRING 2B**



**To understand, recognise and create algorithms.**

<b>Nursery</b>	<b>Reception</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
Can show an interest in using technological and programmable toys.	Can interact with age appropriate computer software.	Can complete a simple program on a computer.	Can create an algorithm and a program to move a robot to a specific point.	Can use logical reasoning to predict the behaviour of a simple program.	Can tinker with an existing program.	Can explain what selection is (if, then, else) Can follow a sequence which includes selection.	Can decompose a game into its parts.
Can talk about what happens when they use the mouse and arrow keys.	Can follow a simple instruction. Can follow a two-step instruction	Can understand instructions/ commands need to be precise (recap directional vocabulary)	Can detect and correct errors in my program (debug)  Can break down a problem into smaller parts.	Can explain what an input device is.  Can explain what an output device is (common uses of input and output)	Can write a program that uses input from an input device (and make my sprite do something).	Can describe what a variable is. Can describe how a score variable is used.	Can design and write and debug a game.
Can interact with age appropriate computer software.	Can complete a simple program on a computer.	Can create an algorithm and a program to move a robot to a specific point.	Can use logical reasoning to predict the behaviour of a simple program.	Can tinker with an existing program.	Can explain what selection is (if, then, else)  Can follow a sequence which includes selection.	Can decompose a game into its parts.	Can present and evaluate a game.