



Subject Leader Sticky Knowledge Grid

Subject: Computing

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Algorithms and Programming					
Represent ideas, thoughts and feelings through design, technology, art, music, dance, role-play and stories.	Instructions are the ordered steps we use to complete a task.	Know how to write and test a simple program eg coding	Know how to write programs that accomplish specific goals.	Know variables can be used to control models. Know how to de-bug programs.	Know how to design algorithms that use repetition.	Know problems can have more than one solution.
	Information Technology					
Children recognise that a range of technology is used in places such as homes and schools.	Know how to create, save and retrieve information. Know sound can be recorded and played back.	Know searching the internet can lead to answers and information.	Know how to design and create and present digital content.	Know how to collect and present data.	Know that internet search results are ranked. Know how to edit films.	Know how to use a range of technology for a specific project.
	Digital Literacy					
Know when to select technology for particular purposes.	Know not to reveal personal information unless it is safe to do so.	Know technology must be used respectfully.	Know how to get help with E-safety concerns. Know when technology is or isn't beneficial.	Know what is acceptable and unacceptable behaviour using technology.	Know that choices must be made when using technology and that not all online content is true or safe.	Know the risks and responsibilities of using online technology use and identify how to minimise risks and make responsible choices.