



LKS2 COMPUTING

OVER THE LKS2 CHILDREN'S LEARNING IN COMPUTING SHOULD INCLUDE THE FOLLOWING:

- ✓ Using a range of software to create multimedia outcomes
- ✓ Understanding how information can be organised using software
 - ✓ Using software to create simple computer programs.
- ✓ Understanding the basics of online safety and the motivations of other people and organisations on the Internet.

BY THE END OF LKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO:

Multimedia

Identify the features of digital media.
Create and modify images and text using a range of software.
Evaluate their finished products by comparing them to a list of features.

Programming

Understand and apply the concepts of sequence, repetition and selection (choosing).
Decompose other people's code in order to understand the small steps that go into a larger project.
De-bug (fix) both their own and other people's code in order to make it work better or more efficiently.
Understand why we use computers.

Data

Create digital databases.
Organise data using digital software.
Communicate information using digital software.

Online safety

(Also part of the PSHE curriculum)
Understand the dangers of meeting strangers online, and what to do if they need help.
Understand that their personal information belongs to them, and has a value.
Understand how we need to maintain a healthy balance of screen time and more physical activity.
Understand the basics of what the internet is and how digital devices are connected together.
Appreciate that online bullying can be just as bad as real-life bullying.

BY THE END OF LKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

SEQUENCE / REPEAT / SPRITE / FOREGROUND / BACKGROUND / HIGH-QUALITY / DE-BUG