Computing National Curriculum Expectations LKS2	**Year 3**			**Year 4**		
	Autumn	Spring	Summer	Autumn	Spring	Summer
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						
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, including collecting, analysing, evaluating and presenting data and information						
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						