	COMPUTER SCIENCE					
	KEY STAGE 1		LOWER KEY STAGE 2		UPPER KEY STAGE 2	
	Y1	Y2	Y3	Y4	Y5	Y6
UNIT 1	**Coding and Programming – Moving a Robot** CS1.7 I can create a simple program e.g. sequence of instructions for a Bee Bot. CS1.8 I can use sequence in programs. CS1.9 I can locate and fix bugs in my program.	**Computational Thinking – Robot algorithms** CS1.7 I can create a simple program e.g. sequence of instructions for a Bee Bot. CS1.8 I can use sequence in programs. CS1.9 I can locate and fix bugs in my program.	**Coding and Programming – Sequencing sounds** CS3.7 I can design and create programs. CS3.8 I can write programs that accomplish specific goals. CS3.9 I can use repetition in programs. CS3.10 I can work with various forms of input.	**Computational Thinking – Repetition in shapes** CS4.1 I can write increasingly more precise algorithms for use when programming. CS4.2 I can use logical reasoning to detect and correct errors in programs. CS4.3 I can use abstraction to focus on what's important in my design. CS4.4 I can use simple selection in algorithms.	**Coding and Programming – Selection in Physical Computing** CS5.7 I can create programs by decomposing them into smaller parts. CS5.8 I can create programs that control or simulate physical systems. CS5.9 I can use conditions in repetition commands. CS5.10 I can evaluate my work and identify errors. CS5.11 I can use selection in programs. CS5.12 I can work with variables	**Computational Thinking – Variables in Games** CS6.1 I can write precise algorithms for use when programming. CS6.2 I can recognise, and make use of, patterns across programming projects. CS6.3 I can decompose code into sections for effective debugging. CS6.4 I can critically evaluate my work and suggest improvements. CS6.5 I can identify variables needed and their use in selection and repetition.

UNIT 2	**Computational Thinking – Programming Animations** CS1.1 I understand what algorithms are. CS1.2 I can write simple algorithms. CS1.3 I understand the sequence of algorithms is important. CS1.4 I can debug simple algorithms. CS1.5 I understand that algorithms are implemented as programs on digital devices.	**Coding and Programming – Programming Quizzes** CS2.7 I can create programs on a variety of digital devices. CS2.8 I can use logical reasoning to predict the outcome of simple programs. CS2.9 I can debug programs of increasing complexity. CS2.10 I understand programs execute by following precise and unambiguous instructions.	**Computational Thinking – Events and Actions in Programs** CS3.1 I can create algorithms for use when programming. CS3.2 I can identify patterns in an algorithm. CS3.3 I can use repetition in an algorithm. CS3.4 I can decompose tasks (such as animations) into separate steps to create an algorithm. CS3.5 I understand abstraction is focusing on important information.	**Coding and Programming – Repetition in Games** CS4.7 I can use logical reasoning to systematically detect and correct errors in programs. CS4.8 I can work with various forms of output. CS4.9 I can use simple selection in programs.		**Coding and Programming – Sensing** CS6.7 I can create procedures to hide complexity in programs . CS6.8 I can identify and write generic code for use across multiple projects. CS6.9 I can critically evaluate my work and suggest improvements. CS6.10 I can use a range of sequence, selection and repletion commands combined with variables as required to implement my design.

UNIT 3			**Computer Networks - Connecting Computers** CS3.14 I understand that computers in a school are connected together in a network. CS3.15 I understand why computers are networked.	**Computer Networks – The Internet** CS4.14 I understand the difference between the internet and the World Wide Web. CS4.15 I understand that servers on the internet are located across the planet. CS4.16 I understand how email is sent across the internet. CS4.17 I understand how the internet allows us to collaborate.	**Computer Networks - Communication** CS5.13 I understand how we view web pages on the internet. CS5.14 I use search technologies effectively. CS5.15 I understand that web spiders index the web for search engines. CS5.16 I appreciate how pages are ranked in a search engine.	**Computer Networks - HTML** CS6.13 I understand what HTML is and recognise HTML tags. CS6.14 I know a range of HTML tags and can remix a webpage. CS5.15 I can identify and use basic HTML tags. CS6.16 I can create a webpage using HTML.