

St Martin De Porres Catholic Primary School – Computing Curriculum Learning Journey: Coding



EYFS

Year 1

Can I predict the behaviour of simple programs?

Can I understand what algorithms are and how they are implemented on digital devices?

Year 2

Can I use logical reasoning to predict the behaviour of simple programs?

Can I create simple programs?

Can I create and debug simple programs by using logical reasoning?

Can I understand that programs execute by following precise and unambiguous instructions?

Year 3

Can I design, input and test an increasingly complex set of instructions to a program or device?

Year 5

Can I select, use and combine a variety of software, systems and content that accomplish given goals?

Can I use logical reasoning to detect and correct errors in algorithms and programs?

Can I decompose programs into smaller parts?

Year 4

Can I design, write and debug programs that control or simulate virtual events?

Can I use logical reasoning to explain how some simple algorithms work?

Can I design, write and test simple programs that follow a sequence of instructions?

Can I design, write and debug programs that accomplish goals?

Year 6

Can I include use of sequences, selection and repetition with the hardware to explore real world systems?

Can I solve problems by decomposing them into smaller parts?

Can I create programs which use variables?

Can I use variables, sequence, selection, and repetition in programs?

Can I use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors?

Can I design write and test simple programs where a particular result will happen based on actions by the user?

Can I use logical reasoning to explain how increasingly complex algorithms work?