Hurst Drive Primary School

Computing Milestones

KS1 – Computing		
Children working towards	Computing Milestones (NC requirements)	Children exceeding expectations
	understand what algorithms are	
	know how algorithms are implemented as programs on digital devices	
	know that programs run by following precise and unambiguous instructions	
	create and debug simple programs	
	use logical reasoning to predict the behaviour of simple programs	
	use technology purposefully to create, organise, store, manipulate and retrieve digital content	
	recognise common uses of information technology beyond school	
	use technology safely and respectfully, keeping personal information private	
	identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	

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Computing Milestones

LKS2 – Computing		
Children working towards	Computing Milestones (NC requirements)	Children exceeding expectations
	design programs that accomplish specific goals and solve problems by decomposing them into smaller parts	
	use sequence, selection, and repetition in programs	
	use logical reasoning to explain how some simple algorithms work	
	understand computer networks including the internet and how they can provide multiple services, such as the world wide web	
	Understand the opportunities that computer networks offer for communication and collaboration	
	use and combine a variety of software (including internet services) on a range of digital devices to design and create a range content that accomplish given goals	
	collect and present data and information	
	use technology safely and recognise acceptable/unacceptable behaviour;	
	identify a range of ways to report concerns about content and contact	

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Computing Milestones

UKS2 – Computing		
Children working towards	Computing Milestones (NC requirements)	Children exceeding expectations
	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems	
	work with variables and various forms of input and output in programs	
	detect and correct errors in algorithms and programs	
	use search technologies effectively, appreciate how results are selected and ranked	
	be discerning in evaluating digital content	
	select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	
	collect, analyse, evaluate and present data and information	
	use technology safely, respectfully and responsibly and recognise acceptable/unacceptable behaviour	
	identify a range of ways to report concerns about content and contact	