

	Computer Science			Information Technology	Digital Literacy	
Statement	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute 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.
Outcome	Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective. They know that an algorithm written for a computer is called a program.	Children can work out what is wrong with a simple algorithm when the steps are out of order, e.g. <b>The Wrong Sandwich</b> in Purple Mash and can write their own simple algorithm, e.g. <b>Colouring in a Bird activity</b> . Children know that an unexpected outcome is due to the code they have created and can make logical attempts to fix the code, e.g. <b>Bubbles activity in 2Code</b> .	When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program. Children can, for example, interpret where the turtle in <b>2Go challenges</b> will end up at the end of the program.	Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources, use Purple Mash <b>2Quiz</b> example (sorting shapes), <b>2Code</b> design mode (manipulating backgrounds) or using pictogram software such as <b>2Count</b> .	Children understand what is meant by technology and can identify a variety of examples both in and out of school. They can make a distinction between objects that use modern technology and those that do not e.g. a microwave vs. a chair.	Children understand the importance of keeping Information, such as their usernames and passwords, private and actively demonstrate this in lessons. Children take ownership of their work and save this in their own private space such as their My Work folder on Purple Mash.