

## Key Stage 2 – Computing

Computing					
C1 - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C2 - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C3 - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C4 - 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					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C5 - Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C6 - 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					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
C7 - Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.					
Not Met	Shallow	Emerging	Developing	Deepening	Functional
	•				•