



# UKS2 COMPUTING

OVER THE UKS2 CHILDREN'S LEARNING IN COMPUTING SHOULD INCLUDE THE FOLLOWING:

- ✓ Using a range of software to create high quality multimedia outcomes.
- ✓ Understanding how data can be organised and communicated using digital media.
  - ✓ Using a range of software to create computer programmes.
- ✓ Applying their knowledge of the internet, and the people and organisations that use it, to stay safe online.

BY THE END OF UKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO:

## Multimedia

- Analyse digital media (including posters, adverts, leaflets and website) and understand the motivations for producing them, as well as what features make something high quality.
- Create and modify images, text, video and audio files using a range of appropriate multimedia software.
- Combine multimedia projects from different software.
- Evaluate their finished products by comparing them to other high quality examples.

## Programming

- Understand and apply the concepts of sequence, repetition, selection (choosing) and variables.
- Decompose other people's code in order to understand the small steps that go into a larger project.
- De-bug (fix) both their own and other people's code in order to make it work better or more efficiently.

## Data

- Organise data using software. Understand that it can be ordered, filtered and turned into graphs on a computer.
- Present data as useful information, which communicates something meaningful. Combine information together using multimedia skills.
- Understand how data can be used in the wider world.

## Online safety (Also part of the PSHE curriculum)

- Understand the dangers of meeting strangers online, and what to do if they need help.
- Understand that their personal information belongs to them, has a value and understand that there are a wide range of reasons for people and organisations wanting theirs.
- Evaluate online websites and compare their reliability.
- Understand how social media has an impact on our lives, and the way we receive information.
- Understand what the internet is, how digital devices are connected together and the impact that this has on our safety and mental well-being.
- Appreciate that social media can exacerbate the normal problems that we encounter every day and that it is not always a reliable way to gather information.

BY THE END OF UKS2 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

SELECTION/ VARIABLE/ DECOMPOSE/ ANALYSE/ EVALUATE/ CODE/  
PROGRAMME EFFICIENCY/ INFOGRAPHIC