

Computing

National Curriculum Objectives for Key Stage Two	Year 3 Lessons						Year 4 Lessons				
	1	2	3	4	5	6	1	2	3	4	5
Design programs that accomplish specific goals	X	X		X					X	X	X
Write programs that accomplish specific goals	X	X			X				X	X	X
Debug programs that accomplish specific goals	X	X				X			X	X	X
Control or simulate physical systems									X	X	X
Solve problems by decomposing them into smaller parts	X				X	X	X			X	X
Use sequence in programs	X	X			X	X					
Use selection in programs			X		X	X		X	X	X	X
Use repetition in programs		X			X	X					
Work with variables											

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	1	2	3	4	5	6	1	2	3	4	5
Work with various forms of input and output			X		X	X					
Use logical reasoning to explain how some simple algorithms work	X	X	X	X	X	X		X	X	X	X
Detect and correct errors in algorithms and programs	X	X	X			X			X	X	X