

# COMPUTING

Year 1/2 cycle A

Year 1/2 cycle B

Year 3/4 cycle A

Year 3/4 cycle B

Year 5/6 cycle A

Year 5/6 cycle B

Computer Science	Information Technology	Digital Literacy
Algorithm Instruction Computer Program Order Debug Code Guess	Sort Sound Picture Text Name Save Find	Login Username Logout Password Technology
Plan Purpose Error Cause Effect Task Design	Organise Search Present Information Data	Search Engine Communicate Share Email Attachment Digital Footprint Trusted Adult
Real life Timer Repeat Predict Internet Action Communication	Software Analyse Appropriate Content Compose	Secure Etiquette Report
Selection Repetition	Accuracy Feedback	Privacy SMART Rules

Variable – Number and String Input Output Hardware Network	Reliable Criteria	Wellbeing Screen Time
Convert Tabs Decomposition Abstraction Efficiently	Precisely Successful Mode	Age Restrictions
World Wide Web WAN LAN	Filters Content Quality Intended Audience Evaluate Refinements	Discrete Critical Thinking