I can explain what an algorithm is in the context of computer science.

I can give examples of algorithms met in everyday life.

I can explain that computers are controlled by sequences of precise instructions known as programs.

I can explain how computers use input, process and output to carry out useful tasks.

I can program a simple computer game using Scratch.

I can explain basic programming concepts to children (e.g., algorithms, loops, conditionals, functions).

I can plan out the logic for a computer program even if I don’t know the specific programming language.

I know where to find the resources to help students learn to code.

I can find applications for coding that are relevant for students.

I can help students debug their code.

I can explain what a computer is and give examples of devices that include computers.

I can describe the key characteristics of basic computer architecture (e.g., CPU, memory, hard disk, mouse, display etc).

I can explain in simple terms what a computer network is.

I can discuss social and ethical issues raised by the role of computers in the world.

I can suggest career paths for those studying Computing.

I have ideas on how to integrate computer science into my classroom.

I can plan, create and assess creative computing curriculum.

New goal