

Computer Studies/Computing	
Aspect	C) Programming
Year Group	
Year 1	N/A
Year 2	<ol style="list-style-type: none"> 1. To know how to improve/amend a sequence of commands 2. To understand that programs execute by following precise and unambiguous instructions 3. To use logical reasoning to predict the behaviour of simple programs
Year 3	<ol style="list-style-type: none"> 1. To design, write and debug programs 2. To use sequence, selection, and repetition in programs 3. To know how to detect and correct errors in algorithms and programs
Year 4	<ol style="list-style-type: none"> 1. To design, write and debug programs 2. To use sequence, selection, and repetition in programs 3. To know how to detect and correct errors in algorithms and programs
Year 5	<ol style="list-style-type: none"> 1. To design, write and debug programs 2. To use sequence, selection, and repetition in programs 3. To know how to detect and correct errors in algorithms and programs 4. To begin to evaluate effectiveness and debug if required
Year 6	<ol style="list-style-type: none"> 1. To design, write and debug programs 2. To use sequence, selection, and repetition in programs 3. To know how to detect and correct errors in algorithms and programs 4. To evaluate effectiveness and debug if required