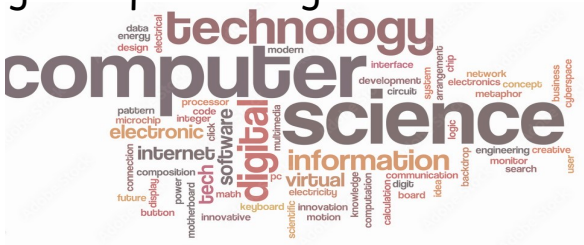
We are KS2 **users of technology**

analyse, communicate, solve, debug, program, network, process and safety!

- design, write and debug programs that achieve specific goals, including controlling or simulating physical systems.
- solve problems by breaking them down into smaller parts.
- use sequence, selection, and repetition in programs.
- work with variables and various forms of input and output.
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
- use search technologies effectively and appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that achieve given goals, including collecting, analysing, evaluating and presenting data and information.
- use technology safely, respectfully and responsibly.
- recognise acceptable/unacceptable behaviour.