Our Guiding Stars Curriculum
Computing: The Leading Light Subject for 'Independence'

- We have faith in our own capabilities.
- We are happy to have a go and try new things.
- We are systematic and careful when working through or with different programs, apps and equipment.
- We are able to follow instructions carefully.
- We can work through plans with confidence and can amend our ideas or approach.
- We know the steps we can take to work something through ourselves and when we need to ask for help.

EYFS	We start to independently use and explore electronic devices and explore how computers work.
Year 1	We begin to learn how to complete basic tasks on a computer without adult support. We learn how to independently follow instructions to create work digitally and create our own instructions for the computer programs to follow.
Year 2	We explore different ways to present our learning digitally. We begin making independent choices about the presentation of our digital work. We can save and retrieve our own work independently.
Year 3	We start to plan code and algorithms in advance, and think of our own ways to improve our work. We are beginning to amend our work without a teacher asking us to. We are able to make decisions about editing and formatting in text documents, while choosing images we will cut and paste into our documents.
Year 4	We are able to make sensible choices and keep ourselves safe when researching online. We are beginning to follow more complex instructions to manipulate images for a specific purpose. We can independently edit and format both text and images when creating documents. We are beginning to independently use electronic devices to support learning across the curriculum.
Year 5	We can work systematically to create our own games and suggest ways to improve them. We can use our prior learning to support us when using new computer programs and suggest ways to problem solve. We can use excel to help us to plan real life events.
Year 6	We can independently choose which computer software is best suited to a given task. We can use our knowledge of coding to independently plan, execute, evaluate our algorithms. We will learn how to transfer our understanding of coding to create a new 3D world. We can think logically to identify and debug our programs.