UK NATIONAL CURRICULUM COMPUTER SCIENCE STANDARDS

	Learning Outcome	Curriculum Aspect	LP 1: Routes	LP 2: Functions	LP 3: Subroutines	LP 4: Loops
	The national curriculum for computing aims to ensure that all pupils:					
AIMS	can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation	CS	•	•	•	•
	can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems	CS	•	•	•	•
	can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems	IT	•	•	•	•
	are responsible, competent, confident and creative users of information and communication technology	DL	•	•	•	•
KEY STAGE 1	Understand what algorithms are	CS	•	•		
	Understand that algorithms are implemented as programs on digital devices	CS	•	•		
	Understand that programs execute by following precise and unambiguous instructions	CS	•	•		
	Create simple programs	CS	•	•		
	Debug simple programs	CS	•	•		
	Use logical reasoning	CS	•	•		
	Predict the behaviour of simple programs	CS	•	•		
	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	IT	•	•		
	Recognise common uses of information technology beyond school	DL				

KUBO
Computational Thinking
Objectives
KS1