

# Computing Curriculum Requirements

Learning Outcome / Curriculum Link	17. Moon Base	18. Grabbing Objects	19. Send Messages	20. Volcano Alert	21. Inspection	22. Emotional Design	23. City Safety	24. Animal Senses
Design programs that accomplish specific goals	●	●	●	●	●	●	●	●
Write programs that accomplish specific goals	●	●	●	●	●	●	●	●
Use sequences in programs		●		●	●	●	●	●
Work with various forms of input		●	●	●	●	●	●	●
Work with various forms of output	●	●	●	●	●	●	●	●
Debug programs that accomplish specific goals		●	●	●	●	●	●	●
Use repetition in programs		●	●		●	●	●	●
Control or simulate physical systems	●	●	●	●	●	●	●	●
Solve problems by decomposing them into smaller parts	●	●		●	●	●	●	●
Use selection in programs	●	●	●	●	●	●	●	●
Work with variables			●	●	●	●	●	●
Use logical reasoning to explain how simple algorithms work		●	●	●	●	●	●	●
Use logical reasoning to detect and correct errors in algorithms	●	●			●	●	●	●
Create a range of programs, systems and content that can accomplish specific goals, including collecting, analysing, evaluating, and presenting data and information	●	●	●	●	●	●	●	●
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	●	●	●	●	●	●	●	●
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	●	●	●	●	●	●	●	●

Lego We.Do2.0  
Computational Thinking  
Objectives  
KS2