Computing Curriculum Endpoints (Nelson Academy 2025–26)

Early Years Foundation Stage (EYFS)

By the end of Reception, pupils will:

- Recognise technology in their environment and understand simple uses of everyday devices.
- Explore how technology responds to simple instructions and commands.
- Begin to understand algorithms through play and step-by-step activities.
- Classify and sort objects as an introduction to data representation.
- Use technology creatively to make music, drawings, or take photographs.
- Talk about how technology can help us learn, create, and communicate.

Key Stage 1 (Years 1–2)

By the end of Key Stage 1, pupils will:

- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Understand algorithms and that programs execute by following precise instructions.
- Create and debug simple programs and use logical reasoning to predict behaviour.
- Use technology safely and respectfully, keeping personal information private.
- Identify where to get help and support for online concerns.
- Understand online relationships, digital reputation, and online bullying through **Project Evolve**.

Lower Key Stage 2 (Years 3–4)

By the end of Lower Key Stage 2, pupils will:

- Select, use, and combine software to create digital content for a specific purpose.
- Understand that data can be structured and organised, and use simple databases or data loggers to collect and analyse information.
- Design and debug programs with repetition and simple loops.
- Use logical reasoning to explain how algorithms work and correct errors.
- Use technology safely, responsibly, and respectfully, recognising acceptable and unacceptable behaviour.
- Develop understanding of online reputation, online relationships, and privacy/security through **Project Evolve**.

Upper Key Stage 2 (Years 5–6)

By the end of Upper Key Stage 2, pupils will:

- Understand computer networks, including the internet, and how they provide services like the World Wide Web.
- Use search technologies effectively and evaluate digital content critically.
- Design, write, and debug programs to achieve specific goals, including controlling or simulating physical systems using variables, inputs, and outputs.
- Use sequence, selection, repetition, and variables in programs, and understand algorithmic problem-solving.
- Select, use, and combine software and hardware to create and evaluate digital artefacts.
- Use technology safely, responsibly, and respectfully, recognising unacceptable online behaviour and knowing how to report concerns.
- Apply advanced understanding of **digital citizenship**, including privacy, data protection, copyright, and online wellbeing through **Project Evolve**.

Whole-School Digital Citizenship and Online Safety

By the end of primary education, all pupils will:

- Maintain a positive digital footprint and manage online reputation.
- Interact respectfully and responsibly online, recognising acceptable and unacceptable behaviours.
- Identify, respond to, and report online bullying, inappropriate content, or unsafe contact.
- Protect personal information and understand data privacy.
- Recognise and respect copyright and ownership rights.
- Evaluate the reliability and accuracy of online content and apply critical thinking.
- Reflect on how digital behaviour affects wellbeing and relationships, both online and offline.

Online Safety Curriculum: Delivered through **Project Evolve**, covering:

- Self-Image and Identity
- Online Relationships
- Online Reputation
- Online Bullying
- Managing Online Information
- Health, Wellbeing and Lifestyle
- Privacy and Security
- Copyright and Ownership