Standards Addressed

UK NATIONAL CURRICULUM COMPUTER SCIENCE STANDARDS

			KUBO CODING					KUBO CODING+			KUBO CODING++	
	Learning Outcome	**Curriculum Aspect**	**LP 1: Routes**	**LP 2: Functions**	**LP 3: Subroutines**	**LP 4: Loops**	**LP 1: Refresher course**	**LP 2: Advancing programming**	**LP 3: Challenge master**	**LP 1: Variables, Conditions, and Events**	**Project Pack**
AIMS	**The national curriculum for computing aims to ensure that all pupils:**										
	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									

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KEY STAGE 1	Use technology safely and respectfully	DL	•	•			•	•	•	•	•
	Keep personal information private	DL									
	Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	DL									
KEY STAGE 2	Design programs that accomplish specific goals	CS	•	•	•	•	•	•	•	•	•
	Write programs that accomplish specific goals	CS	•	•	•	•	•	•	•	•	•
	Debug programs that accomplish specific goals	CS	•	•	•	•	•	•	•	•	•
	Control or simulate physical systems	CS	•	•	•	•	•	•	•	•	•
	Solve problems by decomposing them into smaller parts	CS			•	•	•	•	•	•	•
	Use sequence in programs	CS	•	•	•	•	•	•	•	•	•
	Use selection in programs	CS								•	•
	Use repetition in programs	CS				•	•	•	•	•	•
	Work with variables	CS								•	•
	Work with inputs	CS	•	•	•	•	•	•	•	•	•

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KEY STAGE 2	Work with outputs	CS	•	•	•	•	•	•	•	•	•
	Use logical reasoning to explain how some simple algorithms work	CS	•	•	•	•	•	•	•	•	•
	Use logical reasoning to detect and correct errors in algorithms and programs	CS	•	•	•	•	•	•	•	•	•
	Understand computer networks including the internet	CS									
	Understand they can provide multiple services, such as the world wide web	CS									
	Understand the opportunities they offer for communication and collaboration	DL									
	Use search technologies effectively	IT									
	Appreciate how results are selected and ranked	CS	•	•	•	•	•	•	•	•	•
	Be descerning in evaluating digital content	DL									
	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 accomplish given goals, including collecting, analysing, evaluating and presenting data and information	IT									
	Use technology safely, respectfully and responsibly	DL	•	•	•	•	•	•	•	•	•
	Recognise acceptable/unacceptable behaviour	DL									
	Identify a range of ways to report concerns about content and contact	DL									