Pupils should be taught to: 1. Design, write anddebug programs and softwares including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
2. Use sequence, selection, loop structures, and procedures; work with variables and various forms of input and output
3. Use reasoning to explain how some simple algorithms work and understand some of the problems and algorithms understood in computing, for example, how the internet can be cracked.
4. Use creative, sensible and ethical ways and other responses to legitimate and ethical questions
5. Use specialist vocabulary in communicating their knowledge and understanding
6. Use and interpret information about religions from a range of sources.