

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Торіс	Create digital content (1.6 -5)/ <mark>e-safety</mark>	Communication & Networks/ e-safety	Data & Data Representation (1.2 -3)(1.3 -3)(1.8 -3)/ <mark>e-safety</mark>	Hardware & Processing(1.9 -2)/ e-safety	Algorithms/ Programming & Developmen	t (1.4 -3)(1.5 -3)(1.7-6)/ <mark>e-safet</mark> y	
Learning Objective (from DC Pro)	 Uses software under the control of the teacher to create and edit digital content. (AB) (GE) (DE) Knows common uses of information technology beyond the classroom. (GE) 	 Understands the need for passwords to log onto the computer and can enter a password (AL) Knows how to enter a web address and move around a site (AL) 	 Recognises that digital content can be represented in many forms. (AB) (GE) Recognises different types of data: text, number, pictures (AB) (GE) Uses pictures, numbers, to represent data (AB) 	 Understands that computers have no intelligence and that computers can do nothing unless a program is executed (AL) Knows the main components of a computer system (AB) Identifies the uses of a computer system (AB) 	 Understands what an algorithm is and is al (AL) Knows that users can write their own prog Creates a simple program (that is not relian) 	rams. (AL)	
	Understands the importance of communicating respectfully online and the need for keeping personal information private. (EV)						
Skills	 To choose the correct tool for the task To use the shift key and space bar correctly To amend their work using backspace and undo To use the drawing tools To select and use the movement icon To select and use the sound icons 	 To understand the need for passwords and can enter a password To enter a web address To navigate a web site To find specific information 	• Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources	 To name the main parts of the computer system To use the drawing tools To create an accurate representation of a computer system To understand the different uses of a computer 	 To learn the term 'algorithm' To order a set of pictures To debug any errors To create a set of instructions To complete a series of algorithms giving To create a program using arrows and nu 		
	Copyright and ownership • I can explain why work I create using technology belongs to me. •I can say why it belongs to me (e.g. 'it is my idea' or 'I designed it'). •I can save my work so that others know it belongs to me (e.g. filename, name on content).	Health, Well-being and Lifestyle I can explain rules to keep us safe when we are using technology both in and beyond the home and give examples 	Online relationships/ Online bullying I can use internet with adult support to communicate with people I know. I can explain why it is important to be considerate and kind to people online. I can describe how to behave online in ways that do not upset others and can give examples.	Online reputation •I can recognise that information can stay online and could be copied. •I can describe what information I should not put online without asking a trusted adult first	Privacy and security •I can recognise more detailed examples of information that is personal to me (e.g. where I live, my family's names, where I go to school). •I can explain why I should always ask a trusted adult before I share any information about myself online. •I can explain how passwords can be used to protect information and devices.	 Self-image and identity I can recognise that there may be people online who could make me feel sad, embarrassed or upset. If something happens that makes me feel sad, worried, uncomfortable or frighteneer I can give examples of when and how to speak to an adult I can trust. 	
Vocabulary	videos, camera stills, sounds, image bank , word bank , space bar, tools, select, shift key, backspace, undo, run, select, animation/movement, icons, headphones	purpose , online tools, log on, web address, address bar, buttons, icons, information	Photographs, video, sound, data, pictogram, digitally	Monitor, screen, computer, mouse, keyboard	instructions, robots, patterns, program, algorithm, order, precise, direction, arrow, debug, turtle, rectangles, squares		
٧٥	communicate, rules , private information , email	communicate, rules , private information , email	communicate, rules , private information , email	communicate, rules , private information , email	communicate, rules , private information, email	communicate, rules , private information , email	
Ongoing skills Create Digital Content	General ICT Skills: • To use a mouse to point and click • To move items on the screen accurately	General Graphics /Video Skills •To select colours •To use the brush tool accurately to create a recognisable picture •To use various tools including brushes, pens, lines, fill, spray and stamps	General Sound Recording Skills •To listen to a talking story •To talk about devices that make and record sound •To use play, pause, stop, forward, rewind	Word Processing •To find letters on the keyboard •To use the shift key •To use the space bar	 Presentation skills Use a range of tools Use the keyboard Add sound and movement to a presentation Amend their work 	Internet Skills To be able to print out a page from the internet.	
Ong afety	Managing online information						

•I can use simple keywords in search engines.

•I can describe and demonstrate how to get help from a trusted adult or helpline if I find content that makes me feel sad, uncomfortable worried or frightened.



Computer Science
Information Technology
Digital Literacy