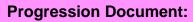


	Year 1 and 2	Year 3	Year 4	Year 5	Year 6
Multimedia Text and Images	KS1 Children begin to understand the particular purposes technology can be used for and that by adding text and images you can communicate with technology. Children develop their skills in typing, selecting tools and organising information.	Children begin to edit ideas and work using tools, demonstrating control on different devices and use of keyboard shortcuts, such as CTRL + C and CTRL + V.		UKS2 Children to use unfamiliar technology to create content and use the appropriate tools to achieve this. Children will be able to save, retrieve, review and evaluate their own work.	
	Add text strings and boxes to manipulate features. Use tools to change colour, size and shapes	To think about different methods of communication. Use copy and paste to insert pictures into work and simple editing skills	To explore how font size and style can affect the impact of a text. Use keyboard shortcuts to amend text and images.	Combine different tools to create particular effects. Review and improve own work	Review and evaluate work of others
				Insert hyperlinks into work	







	Year 1 and 2	Year 3	Year 4	Year 5	Year 6	
Multimedia	KS1	LKS2		UKS2		
Sound and	Children to use software to	Children to use software to capture images and further edit		Children can use software to collect and present edited		
Motion	record and edit sounds. Save,	sounds, including volume, duration and pauses. Children to		audio. Children will also use appropriate software to		
	retrieve and organise work.			create, publish and edit vide	o, including titles.	
	Record sounds using software	To discuss what makes a good, animated film or	To learn about 'onion skinning' in animation.	Use digital devices to record sound	Trim, edit and arrange sounds and present audio	
	Retrieve previous work and	cartoon.			·	
	save new work	To learn how animations are created by hand	To add backgrounds and sounds to animations.	Publish produced work with titles	Publish work using a move editing package with refinement	
			To share animation			
		To be introduced to 'stop				
		motion' animation	Edit recorded sounds			
		Use software to record sounds				

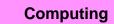


	Year 1 and 2	Year 3	Year 4	Year 5	Year 6
Technology in Our Lives	KS1 Children to discuss and recognise how technology is used at home. Children to safely navigate ageappropriate websites to find information	Children can begin to explain how we communicate with each other online. Children can begin to explain how the internet is made of websites, finding their favourites and		UKS2 Children can search for information independently using safe, appropriate websites. Children are able to check the credibility of information and websites. Children will begin to discuss copyright and how this affects information.	
	- State where technology can be found. - Recognise a safe website and how information is presented.	- To understand the different parts that make up a computer To recall the different parts that make up a computer - To locate information on the search results page To use search effectively to find out information.	To use search effectively to find out information Discuss how we can communicate online Add websites to favourites	- To understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this.	- To assess whether an information source is true and reliable



	Year 1 and 2	Year 3	Year 4	Year 5	Year 6
Coding and Programming	KS1 Children to give commands one at a time to control events of an object. Children to predict what will happen and debug when needed.		e problems by breaking it down into programming to create instructions, t, debug and use variations.	and conditional contideas in a flowchart.	ent further with loops, triggers crols, including seeing these Children to experiment ng and testing a program.

- To understand what an algorithm is To design algorithms and code them To compare different object types To use the repeat command To use the timer command To know what debugging is and debug programs	 To design an algorithm that represents a physical system and code this representation. To use select in coding with the 'if' command. To code, test and debug 	- To understand variables - To deepen understanding of the difference between timers and repeat commands	- To design algorithms using flowcharts. - To create a program that simulates a physical system using decomposition	- To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding of abstraction and decomposition
---	---	---	--	--





	Year 1 and 2	Year 3	Year 4	Year 5	Year 6
Online Safety	KS1 Children to identify what is personal information and how to act appropriately on the internet, such as communication and application use and how to respond to inappropriate behaviours, such as seeking help.	to identify what is I information and how oppropriately on the such as nication and how to to inappropriate LKS2 Children will begin to reflect on their own 'digital footprint' and discuss strategies to stay safe, in regards, to pictures, sharing information and passwords. Children to continue developing understanding of when to seek help when worried.		UKS2 Children are able to recognise what a good online citizen is and how to lower risk. Children can keep personal information safe and discuss privacy settings to help protect them	
	- Identify what counts as personal information. - Discuss what is appropriate behaviour online - How to seek help	 To know what makes a safe password. Methods for keeping passwords safe. To understand how the Internet can be used in effective communication. 	To understand how a blog can be used to communicate with a wider audience. To learn about the meaning of age restrictions symbols on digital media and devices.	- To consider the truth of the content of websites - To gain a greater understanding of the impact that sharing digital content can have - To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online	- Identify secure sites by looking for privacy seals of approval - To begin to understand how information online can persist. - To identify the positive and negative influences of technology on health and the environment.



	Year 1 and 2	Year 3	Year 4	Year 5	Year 6
Handling Data	KS1	LKS2 Children can discuss how data can be organised and sorted. Children can use pre-made data to answer questions		UKS2 Children can create/ adapt a data set and interpret them, including inaccuracies and create formulas to add and search through data.	
		- To learn how to copy and paste data.	- To use a spreadsheet for money calculations.	- Using a spreadsheet to model a real-life situation and answer questions	 Using a spreadsheet to create computational models and answer questions.
		- To use the totalling tools.	- To add a formula to a cell to automatically make a	- To add a formula to a cell	- To type in a formula for a
		- Use equals tool to check calculations.	calculation in that cell. - To enter data into a graph	to automatically make a calculation in that cell.	cell to automatically make a calculation in that cell.
		- To collect data and produce a graph.	and answer questions.	- To create graphs showing the data collected.	
		- To use the symbols more than, less than and equal to, to compare values.	- To solve an investigation and present the results in graphic form.		
		- Using a spreadsheet to model a real-life situation.			