Stamshaw Junior School

	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.	LKS2 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. Children can insert a picture into own work.		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 Insert hyperlinks into work	Review and evaluate work of others

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

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Technology in Our Lives	KS1 Children to discuss and recognise how technology is used at home. Children to safely navigate age-appropriate websites to find information	LKS2 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 start to use efficient searching using safe search websites		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

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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.	LKS2 Children to use logic to solve problems by breaking it down into smaller parts. Children use programming to create instructions, use commands, predict, test, debug and use variations.		UKS2 Children to experiment further with loops, triggers and conditional controls, including seeing these ideas in a flowchart. Children to experiment further with debugging 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

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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.	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.

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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 the totalling tools. - Use equals tool to check calculations. - To collect data and produce a graph. - To use the symbols more than, less than and equal to, to compare values. - Using a spreadsheet to model a real-life situation.	- To use a spreadsheet for money calculations. - To add a formula to a cell to automatically make a calculation in that cell. - To enter data into a graph and answer questions. - To solve an investigation and present the results in graphic form.	- Using a spreadsheet to model a real-life situation and answer questions - To add a formula to a cell to automatically make a calculation in that cell. - To create graphs showing the data collected.	- Using a spreadsheet to create computational models and answer questions. - To type in a formula for a cell to automatically make a calculation in that cell.