

COMPUTING		Year 1			Year 2		
Objectives Year 1 and Year 2		A1	A2	A3	B1	B2	B3
Digital Literacy	Use technology safely – understand how to use the internet safely (with HOLA and safesearch sites)	✓		✓	✓		✓
	Keep personal information private			✓			✓
	Recognise common uses of information technology beyond school	✓			✓		
	Use technology respectfully - <b>Communicate safely and respectfully online, keeping personal information private, and know where to go for help and support when concerns arise about material on the internet.</b>	✓	✓				✓
	Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies			✓			✓
Information Technology	Use technology purposefully to create digital content [using 2simple/word]	✓	✓	✓			✓
	Use technology purposefully to store digital content [save work]	✓		✓		✓	
	Use technology purposefully to retrieve digital content [locate work]			✓		✓	
	Use technology purposefully to organise digital content [create folder]	✓	✓	✓			✓
	Use technology purposefully to manipulate digital content [font style, font size, image size]	✓				✓	
Language and Text	Move words into the correct positions.			✓		✓	
	Print out work unaided.		✓			✓	
	Use a word bank to create simple sentences.		✓		✓		
	Enter single letters from a keyboard to write words and sentences.		✓		✓		✓
	Explain meaning from sounds, pictures and text.		✓		✓		
	Know that computers can use icons to provide information and instructions.	✓			✓		
	Enter and correct text.		✓	✓		✓	✓
	Know when and how to use the SPACE BAR.		✓	✓		✓	✓
	Know when and how to use the RETURN / ENTER key.		✓	✓		✓	✓
Create sentences, save and edit them later.		✓				✓	
Graphics and Sound	Use a painting program to create a representation of a famous artist (maybe Mark Rothko or Patrick Heron –see ART page on LOLA) and simple patterns	✓				✓	
	Move pictures into the correct positions.	✓		✓		✓	✓
	Select and add stamps or clipart to a picture.			✓			✓
	Record and play sounds with a dictaphone		✓		✓		
	Select and use appropriate tools to create pictures and patterns.	✓			✓		✓
	Control the pen and then flood fill pictures.	✓				✓	
	Save work and reopen it	✓	✓	✓	✓	✓	✓
Working with Data	Data Handle simple information that has been gathered.			✓			✓
	Gather information in a tally chart and then convert to a table in textease			✓			✓
Computer Science	Understand what algorithms are [a list of instructions in a program]	✓			✓		
	Create simple programs	✓			✓		
	Understand that algorithms are implemented as programs on digital devices	✓			✓		
	Understand that programs execute by following precise and unambiguous instructions	✓	✓		✓		
	Debug simple programs [fix a simple program e.g. bee-bots]	✓			✓		
	Use logical reasoning to predict the behaviour of simple programs	✓			✓		

COMPUTING		Year 3			Year 4		
Objectives Year 3 and Year 4		A1	A2	A3	B1	B2	B3
Digital Literacy	Use technology responsibly	✓	✓	✓			✓
	Identify a range of ways to report concerns about contact			✓			✓
	Understand opportunities computer networks offer for communication			✓			✓
	Identify a range of ways to report concerns about content			✓		✓	
	Recognise acceptable/unacceptable behaviour - SMART			✓			✓
Information Technology	Use search technologies effectively		✓		✓		✓
	Use a variety of software to accomplish given goals		✓		✓		
	Collect information			✓			✓
	Design and create content		✓		✓	✓	
	Present information		✓	✓			✓
	Select, use and combine internet services – evaluate the quality of these services		✓	✓		✓	
	Use search technologies effectively		✓		✓		
Language and Text	Amend text and save changes – consider font size and effects.		✓			✓	
	Use the shift key to type characters, such as question marks.		✓			✓	✓
	Amend text using the correct key combinations.		✓	✓		✓	✓
	Read and respond to e-mails.			✓			✓
	Attach files to e-mails.			✓			✓
	Use cut and paste to organise and reorganise text on screen e.g. bullet points.		✓				✓
	Edit text using delete, insert and overwrite as appropriate.		✓	✓		✓	
Graphics and Sound	Know how to use a spell check.		✓	✓			✓
	Combine text and graphics.	✓				✓	
	Create repeating patterns using the stamps and/or copy tool.	✓				✓	
	Use a variety of brush sizes and effects to create pictures.	✓			✓		
	Select areas, copy and resize them.		✓		✓		
Working with Data	Locate and record sounds, compare ways of recording and storing sounds.		✓		✓		
	Use a database to generate bar charts and interpret data inc. line graphs and simple pie charts.			✓			✓
	Use the database to answer simple questions by sorting a field.			✓			✓
	Use the database to answer simple questions by using search criteria.			✓			✓
	Make a database using information that has been gathered.			✓			✓
	Design questionnaires which match the structure of the database.			✓			✓
Computer Science	Create a branching database which identifies objects uniquely.			✓			✓
	Write programs that accomplish specific goals			✓	✓		
	Use sequence in programs	✓			✓		
	Work with various forms of input	✓			✓		
	Work with various forms of output	✓			✓		
	Design programs that accomplish specific goals	✓	✓		✓		
	Design and create programs	✓			✓		
	Debug programs that accomplish specific goals	✓			✓	✓	
	Use repetition in programs	✓			✓		
	Control or simulate physical systems	✓			✓		
	Use logical reasoning to detect and correct errors in programs	✓			✓		
Understand how computer networks can provide multiple services			✓		✓		
Appreciate how search results are selected			✓		✓		

COMPUTING		Year 5			Year 6		
Objectives Year 5 and Year 6		A1	A2	A3	B1	B2	B3
Digital Literacy	Understand the opportunities computer networks offer for collaboration [ <i>access shared resources</i> ]			✓	✓		
	Use technology safely and respectfully			✓	✓	✓	✓
	Be discerning in evaluating digital content [ <i>identifying appropriate web content/ trustworthy sites</i> ]		✓		✓		
Information Technology	Combine a variety of software to accomplish given goals	✓	✓		✓		✓
	Select, use and combine software on a range of digital devices		✓		✓		✓
	Analyse data	✓			✓		✓
	Evaluate data	✓			✓		✓
	Design and create systems	✓					✓
	Design and create programs in order to solve problems	✓			✓		✓
	Evaluate/apply information technology analytically to solve problems	✓			✓		✓
Language and Text	Use the understanding of the editing tools of a word-processor to write different versions and genres of texts.			✓		✓	
	Use knowledge of text marking to extract key points from texts.			✓		✓	
	Evaluate a CDROM page or Internet home page and recognise the features of good page design.			✓		✓	
	Create sample screens and link them in different ways e.g. linear, branching structures, web-like structures.			✓		✓	
	Design pages and links which present the user with clear information.			✓		✓	
	Use email to contact others to share information and ideas.			✓		✓	
Graphics and Sound	Understand the limitations of paint packages for modelling. Use object based graphics packages to manipulate shapes, move, rotate, resize. Create objects using an object based graphics package.		✓				✓
	Use images from a scanner or digital camera in projects.		✓		✓		✓
	Use a desktop publishing package or multimedia package to create presentations for particular audiences. Using both video, photos, audio clips and text they have taken/composed themselves.		✓				✓
	Create a page of sounds which are activated by appropriately named and positioned buttons.	✓				✓	
	To make a short film, written, recorded, transferred, edited and evaluated.						✓
	Use digital photos to design posters to advertise the film.				✓		✓
Working with Data	Use graphs to provide supporting evidence for their conclusions about relationships.				✓		✓
	Identify some of the implications of incorrect data.	✓		✓			✓
	Identify incorrect and implausible data.	✓		✓	✓		✓
	Identify an incorrect point on a line graph.				✓		✓
	Enter data into cells.				✓	✓	
	Enter data and formulae into cells, modify the data, make predictions of changes and check results.				✓	✓	✓
	Create and use a spreadsheet to produce costings which are within budget.				✓	✓	
	Identify and enter the correct formulae into cells, modify the data, make predictions of changes and check them.				✓		✓
	Copy formulae to create tables of results.				✓	✓	✓
Create graphs from spreadsheets – use them to answer ‘What it?’ questions.				✓		✓	
Computer Science	Solve problems by decomposing them into smaller parts	✓			✓		
	Use selection in programs	✓				✓	
	Work with variables (Changing numbers within a program)	✓			✓		
	Use logical reasoning to explain how some simple algorithms work	✓			✓		
	Use logical reasoning to detect and correct in algorithms	✓			✓		
	Understand computer networks, including the internet	✓		✓	✓		
	Appreciate how search results are ranked			✓	✓		