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|  | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| Autumn 1 | * Know some different examples of technology
* Know technology can be found in school, at home and all around us
 | * What is a camera
* What is an ipad - tablet
 | * What is a branching database
* Why is a branching database used
 | * What a search engine is
* What does ‘text’ mean in the context of computing
 | * How search engines work.
* How search engines rank sites.
 | * The pros and cons of editing images
* What impact does adding music have?
 | * The impact the editing images has.
* What affect do different effects have
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| Autumn 2 | * Know how to use a tablet.
* Know how to turn a tablet on and off
 | * Purpose of a pictogram
* What does simulation mean.
* What is a program
* Why collecting data in an organised way is useful.
 | * What does graphics mean
* What the difference between graphics and images
* How to Save, retrieve and edit their work
 | * Why instructions are important in computing
* What debugging is
 | * What online tools can be used
* Where to find images and text
* What is formatting
* What impact does formatting have.
 | * What a blog is.
* Why people put up videos and write blogs
* Know the different ways you can receive emails either devices or software.
* Why emails are important
 | * What online tools are safe to use
* What is formatting
* What impact does it have.
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| Spring 1 | * Know how to turn the volume up and down on a tablet
 | * Know the different functions (buttons)of the recording device.
 | * Know where to find existing music and sound effects
* How to import music
 | * Record sounds using a recording device
* Import sounds from a sound file onto a document
 | * Know why some people manipulate digital images
* Know a variety of different ways an image can be manipulated
* Know some different software/ websites that manipulate images
 | * Know what a data logger is and why they are used
* Know how to use a data logger
* Know what a spread is and why they are used
* Know how to enter simple formulae
 | * Know how programme and debug a sequence of commands.
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| Spring 2 | * Take photos using an app on a tablet
 | * Know where to obtain pictures/images/ clipart from
* Know the shortcut ‘CTRL+S’
* Know the floppy disk button saves work
* The difference between ‘save’ and ‘save as’.
* Know that double clicking a file opens it
* Know what a mouse and a trackpad is
 | * What programming is
 | * To know there are multiple ways of opening a file, either double clicking on the document or opening software and using ‘file’ ‘open’
* Understand the job of some buttons on a tool bar
* To understand input, process, output
 | * Understand the term computational thinking
* Know how to find where mistakes are and how to fix them
 | * Know the difference in techniques between capturing a moving or still image (tracking)
* To know some tools to edit and improve a video (effects)
 | * Know the e-safety school rules
* The difference between internet browsers and search engines
* Know how to validate information and check for bias and accuracy
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| Summer 1 | * Know how to zoom in and zoom out of a picture on a tablet
 | * Know what a graphic is
* Know what ‘text’ means
* Know what buttons to press to edit a document
* Know what a search engine is.
 | * Know how to use a search engine (keywords and phrases)
* Know that work can be retrieved through the software
* Know what the back and forward buttons on a browser do.
* Know what a hyperlink is
* Know why a hyperlink can be useful
 | * Know the school e-safety rules
* Know why it is important to close a search engine
* What a webpage is
* Understand how hyperlinks work
* Know how to use a mouse/trackpad
 | * Know how to change the alignment of text
* Know how to change text spacing (which button to use)
* Know how to import video and sound files
 | * Know the purpose of most buttons in each tab
* Know ‘CRTL+X’, and scissors cuts text
* Know ‘CTRL+V’ and clipboard pastes cut or copied data
* Know the purpose and impact of graphics in presentations
* Know what a search engine is and can give multiple examples
* Know how to inset sound files into a presentation
* Know how to add hyperlinks
 | * Know what tools are best used for data collection
* Know some tools that are available to organise and analyse data
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| Summer 2 | * Knows how to access and explore apps safely
 | * Know why instructions are important in computing
* Know the importance of precise instructions
 | * To know what the buttons do on a camera
* Know what is needed (resources) to upload an image from a camera
 | * Know a way to collect data using software
* Know what available software is best for producing graphs.
 | * Know some functions on excel
* Know how to searching, sorting and graph data
 | * Know how to debug an algorithm
* Know how to use some functions
* Know what a loop is and how to apply it
 | * Know how to source, capture and manipulate images as part of a bigger project
* Know how to apply an ‘effect’
* Know how to research using online tools
* Know how to insert images and text
* Know what tools can be used to edit the formatting of a report
* Know what is available to them to share ICT they have done electronically
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