

		YEAR 1	YEAR 2
Enquiry		<p>Digital Literacy 1.1 Online Safety and exploring Purple Mash 1.9 Technology Outside School</p>	<p>Digital Literacy Coding 2.1 Online Safety 2.2 Effective Searching 2.5</p>
NC link		<p>Recognise common uses of information technology beyond school.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>	<p>Recognise common uses of information technology beyond school.</p> <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>
Knowledge and Skills	<ul style="list-style-type: none"> Children can talk about strangers and people they know. 	<ul style="list-style-type: none"> I can say what technology is. (1.9) I can say what examples of technology are in school. (1.9) I can say what examples of technology are at home. (1.9) I know that a chair uses old technology and a smart phone uses new technology. (1.9) I can keep my login information safe. (1.1 and most units) I can save my work in a safe place such as 'My Work' folder. (1.1 and most units) 	<ul style="list-style-type: none"> I can find information I need using a search engine. (2.5) I know the consequences of not searching online safely. (2.2, 2.5) I can share work and communicate electronically – for example using 2Email or the display boards. (2.2 and others) I can report unkind behaviour and things that upset me online, to a trusted adult. (2.2) I can see where technology is used at school such as in the office or canteen. (2.2) I understand that my creations such as programs in 2Code, need similar skills to the adult world. e.g. The program used for collecting money for school trips.

	EYFS	YEAR 1	YEAR 2
Enquiry		<u>Information Technology</u> Grouping and Sorting 1.2 Pictograms 1.3 Animated Stories 1.6 Coding 1.7 Spreadsheets 1.8	<u>Information Technology</u> Spreadsheets 2.3 Questioning 2.4 Effective Searching 2.5 Creating Pictures 2.6 Making Music 2.7 Presenting ideas 2.8
NC link		Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Knowledge and Skills	<ul style="list-style-type: none"> I can log in to the computers using a whole class login. I can use a mouse to draw simple pictures in 2Paint a Picture. I can type my name to show that a piece of work belongs to me. 	<ul style="list-style-type: none"> I can sort sound, pictures and text. (1.2) I can add sound, pictures and text to a program such as 2Create a Story. (1.6) I can change content on a file such as text, sound and images. (1.3, 1.6, 1.7, 1.8) I can name my work. (1.2, 1.3, 1.6, 1.7, 1.8) I can save my work. (1.2, 1.3, 1.6, 1.7, 1.8) I can find my work. (1.2, 1.3, 1.6, 1.7, 1.8) 	<ul style="list-style-type: none"> I can organise data – for example, using a database such as 2Investigate. (2.3, 2.4) I can find data using specific searches – for example, using 2Investigate. (2.4, 2.5) I can use several programs to organise information – for example, using binary trees such as 2Question or spreadsheets such as 2Calculate. (2.4, 2.8) I can edit digital data such as data in music composition software like 2Sequence. (2.7 and most units) I can name, save and find my work. (2.3, 2.4, 2.6, 2.7, 2.8 & most units) I can include photos, text and sound in my creations. (2.8, 2.6)

	EYFS	YEAR 1	YEAR 2
Enquiry		<u>Computer Science</u> Lego Builders Maze Explorers Coding	<u>Computer Science</u> Coding 2.1
NC link		<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p>
Knowledge and Skills	<ul style="list-style-type: none"> • I can turn on a Beebot. • I can give Beebot simple directional commands. • I can use the IWB to engage in educational games. 	<ul style="list-style-type: none"> • I can explain that an algorithm is a set of instructions. (1.4, 1.5) • I know that an algorithm written for a computer is called a program. (1.4, 1.7) • I can work out what is wrong when the steps are out of order in instructions. (1.4, 1.5) • I can say that if something does not work how it should it is because my code is incorrect. (1.7) • I can try and fix my code if it isn't working properly. (1.7) • I can make good guesses of what is going to happen in a program. For example, where the turtle might go. (1.5, 1.7) 	<ul style="list-style-type: none"> • I can explain an algorithm is a set of instructions to complete a task. (2.1) • I know I need to carefully plan my algorithm so it will work when I make it into code. (2.1) • I can design a simple program using 2Code that achieves a purpose. (2.1) • I can find and correct some errors in my program. (2.1) • I can say what will happen in a program. (2.1) • I can spot something in a program that has an action or effect (does something). (2.1)