



Autumn

Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
<p>Technology: Children identify, use and explore a range of technology within the classroom (e.g. Beebots, I-pads, computers, audio equipment, cameras) and at home.</p>	<p>E-Safety What is the Internet? Know to tell a trusted adult if I'm worried Know the letters of our SMART safety rules</p> <p>Coding Know that an algorithm is a series of instructions Combine commands to follow a route</p> <p>Multimedia Capture images from a camera Record an audio recording Create images using paint tool</p>	<p>E-Safety Know and explain our SMART E-safety rules & sign Acceptable Use Agreement Protect my personal information</p> <p>Coding Refine a program using the repeat command Create a procedure to perform a specific task e.g. drawing a shape</p> <p>Multimedia Use a mixture of text, graphics and sound to share ideas and learning Amend text using mouse pad control, backspace and spellchecker</p>	<p>E-Safety Know and explain SMART E-safety rules Choose websites, apps and games that are age appropriate</p> <p>Multimedia Crop and / rotate an image Adjust the colours on a photo Shoot frames to combine into an animation</p> <p>Coding Recognise that using algorithms will also help to solve problems in other areas of learning e.g. Maths/Science/D&T</p>	<p>E-Safety Talk about the ways to protect myself online, referring to SMART E-safety rules Understand that information I put online leaves a trail, or digital footprint</p> <p>Data Handling Choose an appropriate tool to collect data Interrogate a database using more complex searches</p> <p>Coding Plan and test my algorithms and programs, detecting and correcting errors as needed. Evaluate and improve programming</p>	<p>E-Safety Explain SMART E-safety rules and sign Acceptable Use Agreement Explain the consequences of not communicating kindly and respectfully.</p> <p>Data Handling Design and create a spreadsheet for a specific purpose, incorporating different features of design and function</p> <p>Coding Explain and program each of the steps in an algorithm Evaluate the effectiveness and efficiency of an algorithm.</p>



Spring

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<p>Technology: Completes a simple program on a computer. Uses ICT hardware to interact with age-appropriate computer software.</p>	<p>E-Safety Explain why I need to keep my password and personal information private. Know that not everyone online is who they say they are</p> <p>Data Handling Use a simple database to find information</p> <p>Add titles/labels to a chart or graph to make the information more clear</p> <p>Save and retrieve file</p> <p>Coding Control motion by specifying the number of steps to travel, direction and turn Describe and write algorithms to complete specific tasks</p> <p>Multimedia Use letters, full stop, spacebar and enter key to type words and sentences.</p> <p>Change the brush size for style for effect</p>	<p>E-Safety Send and reply to online messages respectfully</p> <p>Know what makes a password secure</p> <p>Technology in our Lives Save and retrieve work on the internet and school network Describe the World Wide Web as part of the 'Internet' that contains websites Use search tools to find and use appropriate images</p> <p>Multimedia Use a mixture of text, graphics and sound to share ideas and learning Improve touch typing skills Evaluate and improve my work</p>	<p>E-Safety Talk about the ways to protect myself online</p> <p>Understand the need to make positive and respectful comments online and through text messages</p> <p>Multimedia Confidently use touch typing skills Order shapes/images by sending them to the back/front Explain the effect my choices have on an audience</p> <p>Technology in our Lives Know that some website are more reliable than others Identify key words to use when searching safely on the World Wide Web</p>	<p>E-Safety Know how to choose a secure password and appropriate screen name</p> <p>Understand that information I put online leaves a trail, or digital footprint</p> <p>Data Handling Use a spreadsheet and database to collect and record data Talk about mistakes in data and suggest how it could be checked</p> <p>Multimedia Use text, photo, sound and video editing tools to refine work</p> <p>Independently touch type</p>	<p>E-Safety Support friends to protect themselves and make good choices online.</p> <p>Talk about why I need to ask a trusted adult before downloading files and games from the internet</p> <p>Data Handling Design and create a spreadsheet for a specific purpose, incorporating different features of design and function</p> <p>Multimedia Undertake film making including: scripting; rehearsal; evaluation; quality of shots; appropriateness of sound; saving to different media</p>



Summer

Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
<p>Technology: They select and use technology for particular purposes.</p>	<p>E-Safety Explain why I need to keep my password and personal information private. Describe the things that happen online that I must tell an adult about</p> <p>Multimedia Insert a photograph within a document Begin to use touch typing skills Discuss the quality of my images and make decisions e.g. delete a blurred image.</p> <p>Technology in our Lives Find out facts by navigating websites Use a search engine to find suitable websites using key words. Know that not all information online is accurate or useful</p>	<p>E-Safety Know not to download files or games without asking a trusted adult</p> <p>Explain to a friend how to make safe choices online</p> <p>Data Handling Search a ready-made database to answer questions. Add to a database Make a branching database</p> <p>Technology in our Lives Type in a URL to find a website To consider whether I can use an image I find online in my work (copyright) Begin to understand that some websites are more reliable than others</p>	<p>E-Safety Display myself appropriately online e.g. avatar, codename</p> <p>Use the safety features of websites and report concerns to a trusted adult</p> <p>Data Handling Organise data in different ways Collect data and identify where it could be inaccurate Choose the best way to present data to others</p> <p>Coding Write a program for a specific purpose, incorporating features such as inputs Recognise an error in a program and debug it</p>	<p>E-Safety Explain the importance of communicating positively and respectfully online and through text messages</p> <p>Make good choices about how long to spend online and help friends to make those choices</p> <p>Technology in our Lives Use different online communication tools for different purposes e.g. comments/ emails/blogs. Recognise and evaluate different types of information that I find on the World Wide Web</p> <p>Coding Use 'If' and 'then' commands to determine an action Use logical reasoning to detect and debug mistakes in a program.</p>	<p>E-Safety Explain the consequences of sharing too much online</p> <p>Explain the consequences of spending too much time online or on a game</p> <p>Technology in our Lives Use a search engine to find appropriate information and check its reliability Add and format content to a web page</p> <p>Coding Use different inputs to control a device or onscreen action and predict what will happen</p>