

| | EYFS | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
|-----------|---|---|---|--|---|---|--|
| Knowledge | In Early Years, Computing is used to enhance Early Years Framework and as part of provision. In EYFS children are encouraged to engage with a range of technology and explore the cause and effect of different buttons. | I can recognise the ways we use technology in our classroom, my home and community. I understand something online may upset and know where to find help it anything does, I can communicate politely via the internet. I understand that once something it posted you lose control if it. I can describe how to behave online in ways that do not upset others and can give examples. | I can give examples of how technology is used to communicate beyond school. I understand that somethings online may upset me and that I cannot trust everyone online. (Self Image) I understand that once something it posted you lose control if it and know how to get help if I need to. (Online Reputation) I can give examples of online bullying behaviour, I understand the impact it may | I can explain how the internet works. I can explain how a search engine works I can analyse information and make accurate searches. I understand the need for copyright and the consequences of ignoring it. I am aware of what I should be sharing online and where to go for help if I need it. I understand that I cannot trust everyone I talk to online, that I should be a good digital citizen and where to go for | I can collaborate online to create digital content. I can evaluate information presented to me to make informed choices about what is Fake News. I can describe strategies for safe and fun experiences in a range of online social environments and I'm respectful to others online. (Online Relationships) • I understand that people may have a different online identity to that in real life and am able to interact | I understand the need for copyright and the consequences of ignoring it. I am aware that there are people online who may try to upset me and my group of friends. I make a positive contribution to my online community. I understand the impact online bullying can have and I know what to do if I am the victim or I witness online bullying. I understand the impact technology can have on my health, well being and lifestyle. | I understand how computer networks work, including the internet. I can explain how to protect my computer or device from harm on the Internet. I understand the need for copyright and the consequences of ignoring it. I support my friends to protect themselves and make good choices online, including reporting concerns to an adult. I am aware of the ways in which the media can |



| | I know the rules of using technology at home or in school. I can explain what personal information is and give examples of it. I am aware that content online is owned by the person that created it. | have and I know where to go for support. (Online Bullying) • I know the rules of using technology at home or in school. (Health well being) • I can explain what personal information is and understand the need for passwords to protect it. (Privacy and Security) • I am aware that content online is owned by the person that created it. (Copyright) | help if something upsets me online. • I can explain what bullying is and know where to go for help. • I understand the impact technology can have on my health, well being and lifestyle. • I know who I should be sharing information with and how to keep my data secure. • I understand the term identity and I can take appropriate measures to protect my own online identity | with others. (Self Image) • I am aware others can find information out about me by searching online. (Online Reputation) • I know which technologies are used for online bullying and I am considerate of others when posting myself. (Online Bullying) • I understand the impact technology can have on my health, well being and lifestyle. (Health well being) • I am aware that some people want to access my data and can take appropriate | I can create a strong password and understand the real cost of some apps. I am aware that my identity can be copied by other users and take appropriate measure to minimise the risk of this happening. | shape our ideas about gender. I am aware that if I need help I keep asking for it until I get help. I am aware of the need for positive online relationships and I am mindful of others feelings at all times I understand I need to create a positive online reputation. I know how to capture evidence of online bullying and how to report it. I know how to keep my data private and secure. I understand the impact technology can have on my |
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| | | | | | measures to ensure this doesn't happen. (Privacy and Security) • I understand the need for copyright and the consequences of ignoring it. (Copyright) | | health, well being and lifestyle. |
|---------------|--|---|---|---|---|--|--|
| <u>Skills</u> | I can do the basics with technology. I can go online. I can use a camera | I can do the basics with technology. I can take a good quality photograph and video on an iPad/digital camera. I can follow a simple algorithm and create a simple sequence algorithm using symbols that solve a problem. I can create algorithms that can be turned | I can save, share and retrieve my digital work. I can use technology to organise and present my ideas. I can plan out an algorithm with a sequence of commands to carry out specific tasks. I can identify 'bugs' in computer programs and use the term debug in context. | I can troubleshoot when something doesn't appear to be working with my device. I can discuss different types of digital content and file types. I can plan, create and debug programs. • I can use decomposition to help me solve computing problems. • I can use sequence, | I can label the different types of input connections on devices. I can explain common file types I can design an algorithm to simulate a real- life situation. I can solve an open-ended problem by breaking it up into smaller parts. I can design and write a program for a given | I can make a QR codes that links to my own work. I can film and produce a short video. I can decompose a problem, design an algorithm and use this to write a program. I can design and write a program linked to physical systems and sensors. I can use variables, | I can collaborate to create digital content. I can create a consistent design for my presentation, and present to others I can design, plan & create a complex programs. I can test, debug and modify a program to improve it. I can write a program using a text based |



| into a program | • I can create a | selection, | purpose including | conditional | programming |
|---------------------|--------------------------------------|-----------------------------------|---------------------|---------------------------------------|--------------------------------------|
| using a robot or | simple repeat | repetition and | specific | statements, | language. |
| digital device. • I | loop. | variables in | programming | procedures & | • I can use logical |
| can | • I can create a | programs. | features. | repeat commands | reasoning to |
| independently | simple game | • I can work with | • I can test | to improve | detect and correct |
| debug simple | program. | various forms of | existing programs | programs. | errors in |
| sequence errors | • I can predict the | input and output. | to see how they | I can use logical | algorithms and |
| in a program. | outcome of a | • I can use logical | could be | reasoning to | programs. |
| • I can use logical | sequence of | reasoning to | improved. | detect & debug a | • |
| reasoning to | blocks in Scratch | predict and | • I can understand | program. | I can talk about |
| predict the | I can use design | correct errors in | the different | I can explore | the way search |
| outcome of | and formatting to | algorithms and | method | networks and | results are |
| simple programs. | enhance my | programs. | • I can improve | internet traffic. 8 I | selected and |
| • I can use | digital work. | I can improve | the quality and | can translate | ranked. |
| technology to | I can create | the quality and | presentation of | binary numbers to | I can create and |
| create and | with technology. | presentation of | , my work using | decimal. 9 I can | combine a range |
| present my ideas. | E.g. Video, | my work. | editing and | create a basic | of media in order |
| • I can organise | animation, 3D | • I can create | formatting | web page using | to produce digital |
| and store my | • I can collect and | with technology. | techniques. | HTML. | content. |
| digital work. | record data | E.g. Video, | • I can create with | I can record and | I can improve |
| • I can collect and | purposefully | animation, 3D • 1 | technology. E.g. | produce a | the quality and |
| sort data | • I can use online | can collect, | Video, animation, | podcast / audio | presentation of |
| | services to | analyse, evaluate | 3D • I can use a | clips. | my work using |
| | communicate | and present data | search engine and | I can use | editing and |
| | safely. (Online | and information. | I am aware that | unfamiliar | formatting |
| | Relationships) | I can use | not everything I | technology to | techniques. |
| | • I can use a | advanced search | read online is | create content. | • I can create a |
| | search engine and | tools | correct. (Online | I can improve | digital storyboard |
| | I am aware that | I know how to | Bullying) | the quality and | to plan a project |
| | not everything I | use the internet. | | | or investigation. |



| read online is | | presentation of | • I can use a |
|----------------|--|--------------------------------------|-------------------|
| true. (Online | | my work. | search engine and |
| Bullying) | | I can use a | I am aware that |
| | | spreadsheet to | not everything I |
| | | collect and record | read online is |
| | | data. | correct and that |
| | | I can use a | other people may |
| | | search engine and | be attempting to |
| | | I am aware that | influence my |
| | | not everything I | opinions. |
| | | read online is | |
| | | correct. | |
| | | I can create a | |
| | | subject specific | |
| | | vlog and | |
| | | understand the | |
| | | potential risks of | |
| | | sharing content | |
| | | online. | |
| | | • I can | |
| | | collaborate to | |
| | | develop & | |
| | | improve work. | |
| | | I can search for | |
| | | someone online | |
| | | and create a | |
| | | summary report | |
| | | about that person | |



| Google, information, internet, algorithm, computer, iPad/tablet, app (application), keyboard, button, printer, save, zoom. | adult, online, sign in, game, wireless (Wifi), online bullying, landscape, portrait, Bluetooth, download, frame, processor, green screen, hard drive, illustration, log in, tool, send, follow, digital, communicate. | input, output, software, World Wide Web (WWW), password, username, interact, images, facts, scan, chat, post / re- post, copyright, backdrop, repeat / loop, characters, avatars, fictitious/fake , evaluation, publish, trust, stroke, template, reputation, | condition, control block, costume, digital content, simulation, hyperlink, attachment, URL, blog/blogging , consequence s, illustrator, untrusted, cyberbully, cyberbullying, reliable, MegaByte, GigaByte, report, sceptical, verify, fake | (sometimes referred to as 'iteration' in upper KS2), script, scripts area, secure (https), PEGI, netiquette, conditional, scene, filters, griefing, storyboard, cloud computing, positive online communicati on, online persona, digital footprint, animation, | LAN, TCP/IP, variables, hub, peripheral, bandwidth, CEOP, ChildLine, cache, harassment, plagiarism, infringe copyright, illegal downloads, streaming, blocking, victim, cookie, junk mail, RAM / ROM, USB, ZIP, augmented | trojan, feedback, bot, boolean, checksum, server, firewall, generalisatio n, security updates, plug in, pop up blocker, scams, phishing, location based settings, in app purchasing, trolling, sexting, exclusion, doxxing, |
|---|---|--|--|---|--|--|
| | | identity, | news, | age | reality, bit & | catfishing, |



| | | | digital book | soundtrack, | restrictions, | bytes, | flaming, |
|--|--|--|--------------|-----------------|---------------|----------------|---------------|
| | | | (eBook/ePub) | VR (virtual | social | upload, | fabotage, |
| | | | | reality), font, | network, | score, | creeping, |
| | | | | shortcut, | screenshot, | podcast, edit. | dissing, |
| | | | | shots, 360º | screencast. | | ghosting FTP, |
| | | | | Video, | | | filtering, |
| | | | | authenticate, | | | malware, |
| | | | | multimedia | | | screen time, |
| | | | | | | | balanced |
| | | | | | | | lifestyle, |
| | | | | | | | configuring. |