

Computing	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
E safety and Digital Literacy	Asking parents' permission to use Apps/ computers.	Sleep time and screen time. Deciding with an adult which games to play and watch to watch. Friends and strangers.	Use technology safely and respectfully; being kind online. Know what inappropriate content and contact is. Online strangers. Passwords, viruses and popups. Online reliability; the internet is not always true. Search engines.	Know how to use technology responsibly. Digital footprints. A healthy balance of online and offline time. Age-appropriate activity. Online friendships. Safe searching; reading of the internet and scary information. Online purchasing; who pays?	Recognise acceptable and unacceptable behaviour online. Swearing and raging in gaming. Cyber-bullying. Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web Appreciate how [search] results are selected and ranked.	Know how to manage online content. Balancing the benefits and risks of meeting new people online. Online jealousy. The ideal vs the real. Motivation and bias in the media. Privacy settings. Online reputation.	Apply and implement safety restrictions. Social media anxiety and editing. Manipulation tactics. Fake news and validating information. Control over images and consent. Complex passwords. Sexting
Digital Literacy: Compose clear information through writing and other mediums on various digital platforms	Use paint programs to create pictures. Begin to use a keyboard. Use a mouse to rearrange objects on the screen. Drag and drop.	Add text and images to a template document using an image & word ban. Use index fingers (left and right hand) on a keyboard to build words & sentences. Know when & how to use the SPACE BAR (thumbs) to make spaces between words.	Create own documents, adding text and images. Use keyboard to enter text (index fingers left & right hand). Know when and how to use the RETURN/ ENTER key. Use SHIFT & CAPS LOCK to enter capital letters. Use DELETE & BACKSPACE buttons to correct text. Create sentences, SAVE & edit later.	Amend text & save changes. Use individual fingers to input text & use SHIFT key to type characters. Amend text by highlighting & using SELECT/ DELETE & COPY/ PASTE. Look at own work & consider how it can be improved for effectiveness.	Be confident in creating & modifying text & presentation documents to achieve a specific purpose. Use a keyboard effectively, including the use of keyboard shortcuts. Use font sizes & effects such as bullet points appropriately. Know how to use a spell check.	Use text and editing tools in programs to refine their work. Use online tools to create and share presentations.	Collect information and media from a range of sources (considering copyright issues) into a presentation for a specific audience. Use sound, images, text, transitions, hyperlinks and HTML code effectively in presentations. Store presentations and videos online where they can be accessed by themselves and shared with others.
Coding Computer Science	Operate simple equipment. Simple repetitions.	Understand what algorithms are. Create simple programs.	Understand that algorithms are programs on digital devices. Create and debug programs using precise and unambiguous instruction.	Write programs to accomplish specific goals. Use sequence in programs. Use logical reasoning to design and write programs that accomplish specific goals.	Use sequence, selection and repetitions that work with variables and forms of input and output.	Use logical reasoning to debug and detect errors in programs and algorithms.	Solve problems by deconstructing and constructing algorithms into smaller parts.

Information technology			Use technology purposefully to create, organise, store, manipulate and retrieve digital content.		Use search technologies effectively.		Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
General knowledge		Inventors	Communication over time	Technology in the news.	Microsoft and Google	The first computer/ computer science. Bletchley Park. Morse Code.	Social Media and App innovators and pioneers.
Concepts		Sequencing and repetition	Programming	Logic	Input and output	Debugging	Manipulating
Vocabulary	Computer Instruction Repeat	Information Internet text	Search Algorithm program	Control Data Logical Sequence amend	Network Digital content Simulation	Variables	<i>Revisit and consolidate all prior vocabulary. deconstruct</i>