

# EYFS $\rightarrow$ YEARS 1 and 2 $\rightarrow$ YEARS 3 and 4 $\rightarrow$ YEARS 5 and 6

### **Computer Science**

Children will use simple programs to complete given tasks.

Pupils will begin to use technology to create simple programs and relate these to real-life movements.

# **Information Technology**

Children will use different programs to develop their control skills (mouse and keyboard).

Children will select and use technology for particular purposes.

#### **Digital Literacy**

Children will recognise that a range of technology is used in places such as homes and schools.

#### **Computer Science**

Pupils will understand what algorithms are and how these are implemented on digital devices. Pupils will understand that programs can be executed by following an algorithm. Pupils will create and debug simple programmes and use logical reasoning to predict the behaviour of their own and other's programs.

#### **Information Technology**

Pupils will use digital technology to create digital content before storing and retrieving it to manipulate it for a specific purpose.

#### **Digital Literacy**

Pupils will recognise common uses

# **Computer Science**

Pupils will write more complex algorithms and debug errors in their code. They will learn how to sequence their code and begin to use repetition alongside their developing knowledge of logical reasoning.

# **Information Technology**

Pupils will use search engines for research purposes.

Pupils will collect and present data and information using the appropriate software.

Pupils will create and develop their own digital content using different software to manipulate it for a specific purpose.

#### **Computer Science**

Pupils will learn about different coding languages and how to write algorithms using them. They will learn how to debug them by decomposing them into small parts. Pupils will continue to develop their use of sequencing, repetition and logical reasoning whilst beginning to use variables.

# **Information Technology**

Pupils will use search engines for research purposes and develop their understanding of how results are ranked and selected.

Pupils will collect, present and analyse data and information using the appropriate combination of software.

Children will understand and develop the language associated with computing.

#### E-Safety

Children will begin to understand some of the dangers associated with the internet and the importance of sharing their experiences with an adult. for technology beyond school.

Pupils will begin to learn about different types of software.

#### E-Safety

Pupils will learn how to use technology and play games safely and respectfully.

Pupils will understand how to get help and support should they see something that upsets or worries them.

Pupils will learn about their role in how to keep themselves safe when online and how they should treat other users of the internet.

# **Digital Literacy**

Pupils will evaluate digital content and software for their purposes.

#### E-Safety

Pupils will develop strategies about how to use technology and play games safely and respectfully.

Pupils will understand their roles as a digital citizen and their place within the digital world along with the responsibilities this role has.

Pupils will begin to understand about their digital footprint and how to evaluate risks associated with browsing the internet. Pupils will create and develop their own digital content using a range of different software to manipulate it for a purpose.

### **Digital Literacy**

Pupils will learn about computer networks and how they provide multiple services along with opportunities to collaborate.

## E-Safety

Pupils will learn how to evaluate content and how they are responsible for their actions when online.

Pupils will begin to understand about copyright and the ownership of different types of media.

Pupils will recognise and understand about the dangers associated with sharing inappropriate content.