

COMPUTING		Year 1			Year 2		
Objectives Year 1 and Year 2		A1	A2	A3	B1	B2	B3
Digital Literacy	Use technology safely – understand how to use the internet safely (with HOLA and safesearch sites)	✓	✓	✓	✓	✓	✓
	Keep personal information private		✓	✓	✓		✓
	Recognise common uses of information technology beyond school	✓	✓	✓	✓	✓	✓
	Use technology respectfully - Communicate safely and respectfully online, keeping personal information private, and know where to go for help and support when concerns arise about material on the internet.	✓	✓		✓		✓
	Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	✓	✓	✓	✓		✓
Information Technology	Use technology purposefully to create digital content [using 2simple/word]		✓	✓	✓		✓
	Use technology purposefully to store digital content [save work]	✓		✓	✓		✓
	Use technology purposefully to retrieve digital content [locate work]	✓		✓	✓		✓
	Use technology purposefully to organise digital content [create folder]	✓		✓			✓
	Use technology purposefully to manipulate digital content [font style, font size, image size]	✓		✓	✓		✓
Language and Text	Move words into the correct positions.			✓		✓	✓
	Print out work unaided.			✓		✓	✓
	Use a word bank to create simple sentences.			✓		✓	
	Enter single letters from a keyboard to write words and sentences.		✓	✓		✓	
	Explain meaning from sounds, pictures and text.		✓	✓		✓	
	Know that computers can use icons to provide information and instructions.			✓	✓	✓	
	Enter and correct text.			✓	✓	✓	
	Know when and how to use the SPACE BAR.			✓		✓	
	Know when and how to use the RETURN / ENTER key.			✓	✓	✓	
Create sentences, save and edit them later.			✓	✓			
Graphics and Sound	Use a painting program to create a representation of a famous artist (maybe Mark Rothko or Patrick Heron –see ART page on LOLA) and simple patterns		✓			✓	
	Move pictures into the correct positions.		✓	✓		✓	
	Select and add stamps or clipart to a picture.		✓				✓
	Record and play sounds with a dictaphone			✓			✓
	Select and use appropriate tools to create pictures and patterns.		✓			✓	✓
	Control the pen and then flood fill pictures.		✓			✓	
	Save work and reopen it		✓	✓		✓	
Working with Data	Data Handle simple information that has been gathered.	✓				✓	✓
	Gather information in a tally chart and then convert to a table in textease		✓				✓
Computer Science	Understand what algorithms are [a list of instructions in a program]	✓	✓		✓		
	Create simple programs	✓			✓		
	Understand that algorithms are implemented as programs on digital devices	✓	✓		✓		
	Understand that programs execute by following precise and unambiguous instructions	✓			✓		
	Debug simple programs [fix a simple program e.g. bee-bots]	✓			✓		
Use logical reasoning to predict the behaviour of simple programs	✓			✓			

COMPUTING		Year 3			Year 4		
Objectives Year 3 and Year 4		A1	A2	A3	B1	B2	B3
Digital Literacy	Use technology responsibly	✓	✓	✓	✓	✓	✓
	Identify a range of ways to report concerns about content			✓		✓	
	Understand opportunities computer networks offer for communication		✓	✓		✓	✓
	Identify a range of ways to report concerns about content			✓		✓	
	Recognise acceptable/unacceptable behaviour - SMART			✓		✓	
Information Technology	Use search technologies effectively		✓			✓	✓
	Use a variety of software to accomplish given goals	✓		✓		✓	✓
	Collect information			✓		✓	✓
	Design and create content	✓	✓		✓	✓	✓
	Present information		✓	✓			✓
	Select, use and combine internet services – evaluate the quality of these services		✓	✓		✓	✓
	Use search technologies effectively		✓	✓		✓	✓
Language and Text	Amend text and save changes – consider font size and effects.			✓		✓	✓
	Use the shift key to type characters, such as question marks.			✓		✓	✓
	Amend text using the correct key combinations.			✓		✓	✓
	Read and respond to e-mails.			✓		✓	✓
	Attach files to e-mails.			✓		✓	✓
	Use cut and paste to organise and reorganise text on screen e.g. bullet points.			✓		✓	✓
	Edit text using delete, insert and overwrite as appropriate.			✓			✓
	Know how to use a spell check.			✓			✓
Graphics and Sound	Combine text and graphics.		✓		✓		✓
	Create repeating patterns using the stamps and/or copy tool.		✓			✓	✓
	Use a variety of brush sizes and effects to create pictures.		✓			✓	
	Select areas, copy and resize them.		✓			✓	
	Locate and record sounds, compare ways of recording and storing sounds.		✓			✓	
Working with Data	Use a database to generate bar charts and interpret data inc. line graphs and simple pie charts.			✓			✓
	Use the database to answer simple questions by sorting a field.			✓			✓
	Use the database to answer simple questions by using search criteria.			✓			✓
	Make a database using information that has been gathered.			✓			✓
	Design questionnaires which match the structure of the database.			✓			✓
	Create a branching database which identifies objects uniquely.			✓			✓
Computer Science	Write programs that accomplish specific goals	✓		✓	✓	✓	
	Use sequence in programs	✓			✓	✓	
	Work with various forms of input		✓		✓	✓	✓
	Work with various forms of output		✓	✓	✓	✓	✓
	Design programs that accomplish specific goals	✓		✓	✓	✓	✓
	Design and create programs	✓			✓		
	Debug programs that accomplish specific goals	✓			✓		
	Use repetition in programs	✓			✓		
	Control or simulate physical systems				✓		✓
	Use logical reasoning to detect and correct errors in programs	✓			✓	✓	
	Understand how computer networks can provide multiple services		✓			✓	✓
Appreciate how search results are selected		✓			✓		

COMPUTING		Year 5			Year 6		
Objectives Year 5 and Year 6		A1	A2	A3	B1	B2	B3
Digital Literacy	Understand the opportunities computer networks offer for collaboration [<i>access shared resources</i>]	✓		✓	✓		
	Use technology safely and respectfully	✓	✓	✓	✓	✓	✓
	Be discerning in evaluating digital content [<i>identifying appropriate web content/ trustworthy sites</i>]		✓		✓		
Information Technology	Combine a variety of software to accomplish given goals	✓	✓		✓		✓
	Select, use and combine software on a range of digital devices		✓		✓		✓
	Analyse data	✓			✓		✓
	Evaluate data	✓			✓		✓
	Design and create systems	✓					✓
	Design and create programs in order to solve problems	✓			✓		✓
	Evaluate/apply information technology analytically to solve problems				✓		✓
Language and Text	Use the understanding of the editing tools of a word-processor to write different versions and genres of texts.			✓		✓	
	Use knowledge of text marking to extract key points from texts.		✓	✓		✓	
	Evaluate a CDROM page or Internet home page and recognise the features of good page design.		✓	✓		✓	
	Create sample screens and link them in different ways e.g. linear, branching structures, web-like structures.		✓	✓		✓	
	Design pages and links which present the user with clear information.		✓	✓		✓	
	Use email to contact others to share information and ideas.		✓	✓		✓	
Graphics and Sound	Understand the limitations of paint packages for modelling. Use object based graphics packages to manipulate shapes, move, rotate, resize. Create objects using an object based graphics package.	✓	✓				✓
	Use images from a scanner or digital camera in projects.		✓		✓		✓
	Use a desk top publishing package or multimedia package to create presentations for particular audiences. Using both video, photos, audio clips and text they have taken/composed themselves.	✓	✓		✓		✓
	Create a page of sounds which are activated by appropriately named and positioned buttons.	✓				✓	✓
	To make a short film, written, recorded, transferred, edited and evaluated.		✓			✓	✓
	Use digital photos to design posters to advertise the film.					✓	✓
Working with Data	Use graphs to provide supporting evidence for their conclusions about relationships.				✓		✓
	Identify some of the implications of incorrect data.			✓	✓		✓
	Identify incorrect and implausible data.			✓	✓		✓
	Identify an incorrect point on a line graph.				✓		✓
	Enter data into cells.				✓		✓
	Enter data and formulae into cells, modify the data, make predictions of changes and check results.				✓		✓
	Create and use a spreadsheet to produce costings which are within budget.				✓		✓
	Identify and enter the correct formulae into cells, modify the data, make predictions of changes and check them.				✓		✓
	Copy formulae to create tables of results.				✓		✓
Create graphs from spreadsheets – use them to answer ‘What it?’ questions.				✓		✓	
Computer Science	Solve problems by decomposing them into smaller parts	✓			✓		
	Use selection in programs		✓		✓	✓	
	Work with variables (Changing numbers within a program)	✓			✓	✓	
	Use logical reasoning to explain how some simple algorithms work	✓			✓	✓	
	Use logical reasoning to detect and correct in algorithms	✓			✓	✓	
	Understand computer networks, including the internet	✓	✓		✓	✓	
	Appreciate how search results are ranked		✓		✓		