

Core skills	Year 1 End-of-Year Expectations			
	Mandatory skills	Digital literacy	Information technology	Computer science
<b>Year 1</b> end of year expectations	<p>To do the basics with technology</p> <p>To take a good quality photograph and video on an iPad / digital camera</p>	<p>To recognise the ways we use technology in our classroom, my home and community</p> <p>To use a search engine</p> <p>To understand something online may upset and know where to find help it anything does</p> <p>To communicate politely via the internet</p> <p>To understand that once something is posted you lose control of it</p> <p>To describe how to behave online in ways that do not upset others and can give examples</p> <p>To know the rules of using technology at home or in school</p> <p>To explain what personal information is and give examples of it</p> <p>To be aware that content online is owned by the person that created it</p>	<p>To use technology to create and present my ideas</p> <p>To organise and store my digital work</p> <p>To collect and sort data</p>	<p>To follow a simple algorithm</p> <p>To create a simple sequence algorithm using symbols that solve a problem.</p> <p>To create algorithms that can be turned into a program using a robot or digital device</p> <p>To independently debug simple sequences errors in a program</p> <p>To use logical reasoning to predict the outcome of simple programs</p>
<b>New Vocabulary</b> (remember to look back at the vocabulary from previous years)		behave/behaviour, Bluetooth, communicate, data, digital, download, follow, online, online bullying, online games, personal information, post, private information, public information, search, send / share, sign in / log in, trusted adult, technology, website, wireless (Wifi),	application, browsers, camera, data, design, emoji, icon, illustration, landscape, menu, portrait, QR code, search, selection, tool	algorithm, computer programmer, debug, hard drive, interactive whiteboard, keyboard, mouse, monitor, printer, processor, program, robot, sequence, speaker

Core skills	Year 2 End-of-Year Expectations			
	Mandatory skills	Digital literacy	Information technology	Computer science
<p><b>Year 2</b></p> <p>end of year expectations</p>	<p>To save, share and retrieve my digital work</p> <p>To use technology to organise and present my ideas</p>	<p>To give examples of how technology is used to communicate beyond school</p> <p>To understand that sometimes online may upset me and that I cannot trust everyone online (self-image)</p> <p>To use online services to communicate safely (online relationships)</p> <p>To understanding that once something it posted you lose control if it and know how to get help if I need it (online reputation)</p> <p>To give examples of online bullying, behaviour, I understand the impact it may have and I know where to go for support (online bullying)</p> <p>To use a search engine and be aware that not everything I read online is true (online bullying)</p> <p>To know the rules of using technology at home or in school (health wellbeing)</p> <p>To explain what personal information is and understand the need for passwords to protect it (Privacy Security)</p> <p>To be aware that content online is owned by the person that created it (copyright)</p>	<p>To use design and formatting to enhance my digital work</p> <p>To create with technology e.g. video, animation, 3D</p> <p>To collect and record data purposefully</p>	<p>To plan out an algorithm with a sequence of commands to carry out specific tasks</p> <p>To identify 'bugs' in computer programs and use the term debug in context</p> <p>To create a simple repeat loop</p> <p>To create simple game program</p> <p>To predict the outcome of a sequence of blocks in Scratch</p>
<p><b>New Vocabulary</b></p> <p>(remember to look back at the vocabulary from previous years)</p>		<p>avatars, browser, chat, communication, copyright, download, email, fictitious/fake, link, online friend, online rules, password, username, post / re-post, trust, video call</p>	<p>animation, computer, digital, digital book (eBook/ePub), download, facts, format, frame, input, images, output, networks, publishing, template, technology (tech), World Wide Web (WWW),</p>	<p>backdrop, bugs, command computational thinking, characters, data, execute/run, evaluation, input, output, publish, repeat / loop, repeat command,</p>

Core skills	Year 3 End-of-Year Epectations			
	Mandatory skills	Digital literacy	Information techonology	Computer science
<b>Year 3</b> end of year expectations	<p>To troubleshoot when something doesn't appear to be working with my device</p> <p>To discuss different types of digital content and file types</p>	<p>To know how to use the internet</p> <p>To analyse information and make accurate searches</p> <p>To understand the need for copyright and the consequences of ignoring it</p> <p>To be aware of what I should be sharing online and where to go for help if I need it</p> <p>To understand that I cannot trust everyone I talk to online, that I should be a good digital citizen and where to go for help if something upsets me online</p> <p>To explain what bullying is and know where to go for help</p> <p>To understand the impact technology can have on my health, well-being and lifestyle</p> <p>To know who I should be sharing information with and how to keep my data secure</p> <p>To understand the term identify and I can take appropriate measures to protect my own online identify</p>	<p>To improve the quality and presentation of my work</p> <p>To create with technology e.g. video, animation, 3D</p> <p>To collect, analyse and present data and information</p> <p>To use advanced search tools</p>	<p>To plan, create and debug programs</p> <p>To use decomposition to help me solve computing problems</p> <p>To use sequence, selection, repetition and variables in programs</p> <p>To work with various forms of input and output</p> <p>To use logical reasoning to predict and correct errors in algorithms and programs</p> <p>To explain how the internet works</p> <p>To explain how a search engine works</p>
<b>New Vocabulary</b> (remember to look back at the vocabulary from previous years)		authenticate, bookmark, consequences, copyright, digital content, cyberbully, cyberbullying, digital content, facts, hoaxes, online identity, online reputation, outdate information, privacy settings, reliable, report, sceptical, untrusted, verify	airplay, attachment, blog/blogging, button, casting, font, hyperlink, illustrator, information, multimedia, screen mirroring, simulation, spreadsheet, URL, VR (virtual reality), wireless connection, word processor, 360° video	block, code/coding, condition, command, control block, computer program, computer programmer, costume, command, decomposition, sprite, stage, visual coding

Core skills	Year 4 End-of-Year Epectations			
	Mandatory skills	Digital literacy	Information techonology	Computer science
<p><b>Year 4</b> end of year expectations</p>	<p>To label the different types of input connections on devices</p> <p>To explain common file types</p>	<p>To collaborate online to create digital content</p> <p>To evaluate information presented to me to make informed choices about what is Fake News</p> <p>To describe strategies for safe and fun experiences in a range of online environments and to be respectful to others online (online relationships)</p> <p>To understand that people may have a different online identify to that in real life and to be able to interact with others (self-image)</p> <p>To be aware others can find information out about me by searching online (online reputation)</p> <p>To know which technologies are used for online bullying and to considerate of others when posting themselves (online bullying)</p> <p>To understand the impact technology can have on their health, wellbeing and life style (health wellbeing)</p> <p>To be aware that some people want to access their data and can take appropriate measures to ensure this doesn't happen (privacy and security)</p> <p>To understand the need for copyright and the consequences of ignoring it (copyright)</p>	<p>To improve the quality and presentation of my work using editing and formatting techniques</p> <p>To create with technology e.g. video, animation, 3D</p> <p>To use a search engine and to be aware that not everything they read online is correct (online bullying)</p>	<p>To design an algorithm to simulate a real-life situation</p> <p>To solve an open-ended problem by breaking it up into smaller parts</p> <p>To design and write a program for a given purpose including specific programming features</p> <p>To test existing programs to see how they could be improved</p> <p>To understand the different methods of communication using the internet</p>
<p><b>New Vocabulary</b></p> <p>(remember to look back at the vocabulary from previous years)</p>		<p>cloud computing, cyberbullying, digital citizen, digital footprint, fake news, grieving, hacker, media, online persona, positive online communication, plagiarism, reporting, sceptical, secure (https), social network, strong passwords,</p>	<p>audio, digital content filters, filming techniques, page ranking, palette, screencast, screenshots, soundtrack, shortcut, storyboard,</p>	<p>abstraction, age restrictions, animation, conditional, green screen, grieving logical reasoning, PEGI rating, repetition, search engine, selection, social networking, software, testing</p>

Core skills	Year 5 End-of-Year Epectations			
	Mandatory skills	Digital literacy	Information techonology	Computer science
<p><b>Year 5</b></p> <p>end of year expectations</p>	<p>To make a QR code that links to my own work</p> <p>To film and produce a short video</p>	<p>To access school email and to send emails to classmates and teacher</p> <p>To create and subject specific vlog and understand that potential risks of sharing content online</p> <p>To collaborate to develop and improve work</p> <p>To search for someone online and create a summary report about the person</p> <p>To understand the need for copyright and the consequences of ignoring it</p> <p>To be aware that there are people online who may try to upset you and your group of friends. You also need to make a positive contribution to my online community</p> <p>To understand the impact online bullying can have and to know what to do if you are a victim or witness online bullying</p> <p>To understand the impact technology can have on someone's health, well-being and lifestyle</p> <p>To create a strong password and understand the real cost of some apps (privacy and security)</p> <p>To be aware that my identify can be copied by other users and take appropriate measure to minimise the risk of this happening</p>	<p>To record and produce a podcast / audio clips</p> <p>To use unfamiliar technology to create content</p> <p>To improve the quality and presentation of my work</p> <p>To use a spreadsheet to collect and record data</p> <p>To use a search engine and to be aware that not everything you read online is correct</p>	<p>To decompose a problem, design an algorithm and use this to write a program</p> <p>To design and write a program linked to physical systems and sensors</p> <p>To use variables, conditional statements, procedures and repeat commands to improve programs</p> <p>To use logical reasoning to detect and debug a program</p> <p>To explore networks and internet traffic</p> <p>To translate binary numbers to decimals</p> <p>To create a basic webpage using HTML</p>
<p><b>New Vocabulary</b></p> <p>(remember to look back at the vocabulary from previous years)</p>		<p>blocking, blog/blogging, CEOP, ChildLine, cookies, computer network, copyright infringement, cross-reference, e-commerce, harassment, HTML (Hypertext mark-up language), internet, illegal downloads, junk mail, online communities, plagiarism, podcast, streaming, subscribe/subscribers, upload, victim, vlog/vloggers, YouTuber</p>	<p>augmented reality, artificial reality, blog/blogging, bit &amp; bytes, computational thinking, edit, gigabyte, megabyte, trigger image, tool, upload, vlog/vlogging</p>	<p>binary code, caesar coding , cryptographer, encryption system, flow diagram HTML, IP address, Morse code, programming language, semaphore, substation cipher variables, world wide web (www)</p>

Core skills	Year 6 End-of-Year Epectations			
	Mandatory skills	Digital literacy	Information techonology	Computer science
<p><b>Year 6</b></p> <p>end of year expectations</p>	<p>To collaborate to create digital content</p> <p>To create a consistent design for my presentation and present to others</p>	<p>To explain how to protect my computer or device from harm on the internet</p> <p>To understand the need for copyright and consequences of ignoring it</p> <p>To support your friends to protect themselves and make good choices online, including reporting concerns to an adult</p> <p>To be aware of ways in which the media can shape our ideas about gender</p> <p>To be aware that if you need help you keep asking for it until you get help</p> <p>To be aware of the need for positive online relationships and to be mindful of others feelings at all times</p> <p>To understand the need to create a positive online reputation</p> <p>To know how to capture evidence of online bullying and how to report it</p> <p>To know how to keep their data private and secure</p> <p>To understand the impact technology can have on their health, well-being and lifestyle</p>	<p>To create and combine a range of media in order to produce digital content</p> <p>To improve the quality and presentation of my work using edit and formatting techniques</p> <p>To create a digital storyboard to plan a project or investigation</p> <p>To use a search engine and to be aware that not everything that is read online is correct and that other people may be attempting to influence their opinions</p>	<p>To design, plan and create a complex program</p> <p>To test, debug and modify a program to improve it</p> <p>To write a program using a text based programming language</p> <p>To use logical reasoning to detect and correct errors in algorithms and programs</p> <p>To understand how computer networks, including the internet</p> <p>To talk about the way search results are selected and ranked</p>
<p><b>New Vocabulary</b></p> <p>(remember to look back at the vocabulary from previous years)</p>		<p>antivirus, adware, balanced lifestyle, catfishing, creeping, digital safety, dissing, doxing, exclusion, fabotage, flaming, hackers, identify theft, generalisation, ghosting, malware, phishing, plug in, pop up blocker, scams, screen time, security updates, sexting, sMishing, social media, stereotypes, trojan, trolling, viruses, vishing</p>	<p>attachment, cells, checksum, collaboration, database, digital video, feedback, format, formula, hashtag, in app purchasing, info-graphs, scams</p>	<p>code blocks, configuring, design, developers, feedback, filtering, firewall, function, logical thinking, serve, prediction, prototype, text based coding, visual coding, URL</p>