	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
E-safety	Pupils taught to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content on the internet or other online technologies Introduced to search engines and their uses		Pupils taught to use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content For instance:		Pupils use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content For instance:	
Digital Literacy			Pupils are introduced to the basics of online searching, including how to use effective keywords. They also learn to conduct searches that provide them with the most helpful and relevant information		Pupils explore issues relating to online searching, including how to use effective keywords, using directories and subject categories, and how to analyse the usefulness and relevancy of the results. They learn to conduct searches that provide them with the most helpful and relevant information Pupils develop skills for evaluating websites, online information and advertising by rating the trustworthiness and usefulness of websites, and learning to identify the different types of online advertising	
Computer Science	Pupils should be taught to: understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions		Pupils should be taught to: design, write and debug programs that accomplish specific goals, solve problems by decomposing them in smaller parts		Pupils should be taught to: design, write and debug programs that accomplish specific goals; including controlling or simulating physical systems and solving problems by decomposing them into smaller parts	

	create and debug simple programs use logical reasoning to predict the behaviour of simple program**s** recognise common uses of information technology beyond school Pupils should be taught to:	use sequence, selection and repetition in programs use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs recognise common uses of information technology beyond school	use sequence, selection and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs understand computer networks including the internet; how they can provide multiple services, such as the world wide web, and the opportunities they offer for communication and collaboration
ICT	Pupils should be taught to: use technology purposefully to create, organise, store, manipulate and retrieve digital content For instance: **Digital Publishing**: Pupils learn to use basic word processing package and to write and illustrate a short story **Presentation**: Pupils learn to make simple presentations for instance powerpoint **Graphics:** Pupils learn to create a simple digital painting **Animations:**	Pupils should be taught to: 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 For instance: **Digital Publishing**: Pupils learn how to use software to create an e-book, brochure or poster on a given subject **Presentations:** Pupils learn to write and deliver a presentation on a given subject Graphics:	Pupils should be taught to: 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 For instance: **Digital Publishing:** Pupils learn how to use software to create an e-book, brochure or poster on a given subject, incorporating a range of media **Presentations:**

Pupils learn to make a simple animation for instance in Puppet Pals, scratch LGFL **Media**: Pupils learn to use digital cameras and microphones for a purpose **Working with data:** Pupils learn to create and use a pictogram J2E	Pupils learn how to take, adapt or create images to enhance or further develop their work **Animations:** Pupils learn how to develop a storyboard and then create a simple animation using for instance 'Puppet Pals' or 'Stop Motions' Animation' **Sound and video**: Pupils record and edit media to create a short sequence **Working with data:** Pupils learn to search, sort and graph information	Pupils learn to write and deliver a presentation, incorporating a range of media **Graphics:** Pupils learn how to take, adapt or create images to enhance or further develop their work and incorporate it in a wider project **Animations:** Pupils learn how to develop a storyboard and then create a simple animation using for instance Puppet pals' or 'Stop Motions Animation' - this may be extended by editing the final product in using video editing software **Sound and video:** Pupils record and edit media to create a short sequence - extended by editing the final product in using video editing software **Working with data:** Pupils learn to search, sort and graph information **Modelling:** Pupils learn how to use a spreadsheet to model data