

Key Skills

Technology being used effectively in the classroom
Awareness of e-safety
How technology is used
Basic programming skills

Great Denham Primary School

Computing skills should be taught when linked to projects where possible to ensure real world application.



Great Denham
PRIMARY SCHOOL

Computing

| | Pre-School | Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| Technology in the real world | <p>Recognise that a range of technology is used in places such as homes and schools</p> <p>Select and use technology for particular purposes</p> | <p>Recognise common uses of information technology beyond school</p> <p>Use technology both within school and beyond</p> | <p>Select appropriate images to add to work</p> <p>Use different font sizes, colours and effects</p> <p>Develop an awareness of appropriate language in an email</p> | <p>Use different font sizes, colours and images to communicate meaning for a given audience</p> <p>Use presentation software</p> <p>Navigate email folders</p> <p>Use appropriate language in a simple email</p> <p>Save digital content to cloud based storage system</p> | <p>Use different font sizes, colours and images purposefully</p> <p>Open received emails and save attachments to appropriate place</p> <p>Choose recipient, forward and add attachments to an email. Save an email to draft and retrieve it before sending</p> <p>Understand computer networks including the internet.</p> | <p>Know how to use digital tools responsibly to communicate</p> <p>Use search technologies effectively and safely</p> <p>Know what validity is, understand anyone can contribute on the internet</p> | <p>Use search technologies and appreciate how results are selected and ranked</p> <p>Use digital devices to combine software and present data and information</p> <p>Evaluate validity of a range of digital sources</p> | <p>Use search technologies and be discerning in evaluating digital content.</p> <p>Use technology to accomplish challenging goals.</p> <p>Collect, analyse and evaluate data</p> <p>Use a range of digital devices to combine different software and present data and information</p> |

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| <p>Programming</p> | <p>Interact with age appropriate software</p> <p>Complete a simple program on a digital device</p> | <p>Begin to understand what algorithms are</p> <p>Begin to use some logic to predict what will happen next in a program</p> | <p>Know what algorithms are and how they are used</p> <p>Understand how algorithms impact programming</p> <p>Predict the behaviour of simple programs.</p> <p>Control something using simple instructions</p> | <p>Understand that programmes are a sequence of simple instructions</p> <p>Create and debug simple programmes</p> <p>Use logical reasoning to predict the behaviour of simple programs.</p> <p>Use a programme to control a physical hardware.</p> | <p>To plan simple sequences with algorithms</p> <p>Use logical reasoning to predict errors</p> | <p>Design a simple programme with a specific focus using algorithms to write the sequence</p> <p>Use sequence selection and repetition in programs</p> <p>Detect and correct errors in algorithms and programmes</p> | <p>Design and write programs that control simulations and physical systems</p> <p>Work with variables and various forms of input and output to test programs</p> | <p>Understand several key algorithms that reflect computational thinking for sorting and searching</p> <p>Apply programming skills in a real world context</p> |
| <p>Purposeful application</p> | <p>Use technology for a purpose i.e. complete a game</p> | <p>Use technology beyond school</p> <p>Begin to use technology to create simple programs</p> | <p>Recognise how ICT is used beyond school</p> <p>Use technology to create digital content</p> | <p>Use technology to create and store digital content</p> <p>Create and implement simple programmes on digital devices</p> <p>Use technology to retrieve, organise, and manipulate digital content</p> | <p>Create and implement programmes to accomplish given goals</p> <p>Use technology to present data and digital content</p> | <p>Design, write and debug programs that accomplish specific goals</p> <p>Use technology to collect and present data and digital content</p> | <p>Create and implement a range of programmes and content to accomplish specific goals</p> <p>Use technology to collect, analyse, evaluate and present data and digital content</p> | <p>Use technology creatively to collect, analyse, evaluate and present data and digital content</p> <p>Use a range of programmes, systems and content to accomplish challenging goals</p> |

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| E-Safety | Know they should exercise caution before selecting a game activity | <p>Know who to talk to if they are worried</p> <p>Use technology respectfully and safely</p> <p>Begin to know that they need to talk to adults when worried about something they see or hear online</p> | <p>Know what to do if they see something inappropriate online (know what 'inappropriate' could be).</p> <p>Begin to understand and adhere to school E-safety policy and acceptable use policy</p> | <p>Know what personal information is and why they need to keep it private</p> <p>Use technology safely and respectfully</p> | <p>Recognise unacceptable behaviour online</p> <p>Continue to use technology safely and respectfully</p> <p>Identify a range of ways to deal with inappropriate content</p> | <p>Use technology safely, respectfully and responsibly</p> <p>Know what it means to be a responsible digital citizen</p> | <p>Use technology securely</p> <p>Know how to protect your online identity</p> <p>Understand how to use social media safely and responsibly</p> | <p>Know why you need to use technology securely</p> <p>Know why it is important to protect your online identity</p> <p>Recognise correct content and conduct</p> |
| | | | <p>Know where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> | <p>Identify a range of ways to report concerns about content and contact.</p> | | | | |

Blue text signifies statutory requirement.