

### Key Skills

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

## Pensans Primary School

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



## COMPUTING

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

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

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

Blue text signifies statutory requirement.