

Communicating

Finding out

Computing

E-Safety

KS1 Years 1 & 2

Logging in

Using a keyboard & mouse/trackpad.

Copying & pasting.

Moving around digital texts

Creating a PPT presentation

Align images & text.

Take videos & photos.

Use a search engine

Navigate a website—following links, back button.

Produce a bar chart.

Complete a table.

Beebots.

Debugging.

Simple algorithms.

Open from file & add effects.

Using paint programs.

Use Scratch to change variables.

Content—Dealing with inappropriate content. Pop-ups. Awareness of misinformation.

Contact—Keeping personal information private. Communication is not always confidential.

Conduct—SMART rules for internet safety. Identifying online risks. Respecting work on shared drives.

LKS2 Years 3 & 4

Create & format digital texts, blogs & podcasts for a wider audience.

Create stop-frame animation with a soundtrack

Import videos & sound for editing.

Find & download media.

Send & receive emails.

Locate specific information using a search engine.

Prepare presentations with PPT or Prezi.

Skim, scan and evaluate search results

Access websites in a range of ways.

Sequence, selection & repetition in programs.

Detect & correct errors in algorithms & programs using logical reasoning.

Create and manipulate graphics.

Scratch inputs and outputs.

Content—Assessing emails and messages for safety. Identifying fact, fiction and opinion.

Contact—Keeping passwords & usernames private. Are they who they say they are?

Conduct—Copyright. Writing conventions for electronic communication (language, tone, accuracy).

UKS2 Years 5 & 6

Create digital texts with elements for a specific purpose.

Select text, images, videos & camera angles for effect.

Evaluate digital designs.

Create content for webpages.

Communicate effectively online.

Work collaboratively online.

Create tables & graphs with variables.

Is this information accurate?

Use spreadsheet formulae.

Video conferencing.

Present data for a specific audience.

Share info & opinions in an online forum.

Solve coding problems by decomposing into smaller parts.

Use graphic tools to create images for specific purposes.

Explore the evolution of video games.

Create images for specific purposes.

Use layer tools in graphics software.

Content—Veracity & plausibility of online information. Checking validity of the websites that I use.

Contact—Privacy settings on social media. Who should I add as a friend?

Conduct—Impact of sending or uploading inappropriate content. Copyright & permissions.