

Crockerne Church of England Primary School

Non-Negotiable

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



Computing

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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>Login using common login.</p>	<p>Begin to type up documents.</p> <p>Use different font sizes, colours and effects.</p> <p>Select appropriate images to add to work.</p> <p>Save work to a specified folder on the server.</p> <p>Open work previously saved.</p>	<p>Login using own username.</p> <p>Access files from the server.</p> <p>Type up sentences using correct spacing.</p> <p>Use different font sizes, colours and images to communicate meaning for a given audience.</p> <p>Use presentation software.</p>	<p>Upload images from iPad to network.</p> <p>Use different font sizes, colours and images purposefully.</p> <p>Collect, analyse and evaluate data.</p>	<p>Know how to use digital tools responsibly to communicate.</p> <p>Use digital devices to combine software and present data and information.</p>	<p>Use online collaborative tools effectively and safely.</p> <p>Open and share files for collaborative projects.</p> <p>Draw together research, presentation and media skills and apply to problems.</p>	<p>Use technology to accomplish challenging goals which bring together coding and computing skills.</p> <p>Begin to understand computer networks and the services they provide.</p>
Programming	<p>Uses ICT software to interact with age appropriate software</p> <p>Completes a simple program on a computer or digital</p>	<p>Begin to understand what algorithms are.</p> <p>Begin to use some logic to predict what will happen next</p>	<p>Know what algorithms are and how they are used.</p> <p>Understand how algorithms impact programming.</p>	<p>Understand that programmes are a sequence of simple instructions.</p> <p>Create a simple programme.</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 programmes.</p>	<p>Design and write programmes that control simulations and physical systems.</p> <p>Work with variables and various forms of input and output to test</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>

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	device.	in a program.	Control something using simple instructions.	Predict what will happen in an algorithm. Debug an algorithm. Use a programme to control a physical hardware.		Detect and correct errors in algorithms and programmes.	programmes.	
	Use technology for a purpose, ie complete a game.	Use technology beyond school Begin to use technology to create simple programs.						
E-Safety	Know that they should ask an adult/ exercise caution before selecting a game / activity.	Know who to talk to if they are worried. Use technology respectfully and safely. Begin to know	Recognise how ICT is used beyond school. Know what to do if they see something inappropriate	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.	Use search technologies effectively and safely. Know what validity is, understand anyone can	Use search technologies and understand how results are ranked. Evaluate validity of a range of digital	Know why you need to use technology securely. Know why it is important to protect your online identity.

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		that they need to talk to adults when using the internet when they are worried about something they see online.	online. Begin to understand and adhere to schools Esafety policy and acceptable use policy.		Identify a range of ways to deal with inappropriate content.	contribute on the internet. Know what it means to be a responsible digital citizen.	sources. Know how to protect your online identity.	Understand how to use social media safely and responsibly.