ICT	Year 1	Year 2	Year 3
Vocabulary	mouse, computer, iPad, e-mail, app, algorithm, robot, information, website, online, mouse, image	Save, program, debug, graph, data, link, keyboard, graphic, text, search engine	Index, hyperlink, USB, copy, paste, URL, password
(Digital Literacy) E-Safety	<ul> <li>Understanding that if they see something online they are not comfortable with, they should tell a trusted adult.</li> <li>Understanding 'stranger danger' also applies to online interactions.</li> <li>Understanding their username and password is personal to them and not to share it.</li> </ul>	<ul> <li>Understanding the importance of not sharing personal information online.</li> <li>Understanding how to stay safe when talking to people online.</li> <li>Understanding the implications of inappropriate online searches.</li> <li>How to use email safely.</li> <li>Know ways to report inappropriate behaviours and content to a trusted adult.</li> </ul>	<ul> <li>Understanding what cyberbullying is and that it is unacceptable.</li> <li>Understanding that not all emails are genuine and how to recognise when an email might be fake and what to do about it</li> <li>Identify a range of ways to report a concern about content and contact.</li> <li>keeping passwords safe.</li> </ul>
(Information Technology) Research	<ul> <li>Collabritvely follow links to find information.</li> <li>Use a QR code to goto a website.</li> <li>Understand the different technologies that can be used for research e.g. ipad, Alexa, PC.</li> </ul>	Use simple children's search engine e.g. Kiddle to find purposeful information relevant to their topic given by a teacher.	<ul> <li>Ask their own questions then use ICT sources to find answers, making use of search engines, an index, and menus as appropriate.</li> <li>Children use and apply the information or resources they have found.</li> </ul>
(Information Technology) Basic use of Devices	<ul> <li>Develop coordination and motor skills in operation of a mouse or roller pad.</li> <li>Open a document or other file on a laptop or PC.</li> <li>Open appropriate app or home screen link on a tablet.</li> <li>Take a photo and open camera roll on a tablet.</li> <li>Follow a hyperlinked image to a website using a laptop or PC.</li> <li>Learning where keys are located on the keyboard.</li> </ul>	<ul> <li>Open apps and software independently.</li> <li>Save and open files and images.</li> <li>Insert images within apps and software.</li> </ul>	Connect devices using USB lead Use images saved to cameraroll within a variety of Apps / software. Use 'save' and 'save as' on laptops and PCs. Copy and rename files to edit.
(Information Technology) Electronic Communicatio n	Understand what an email is.     Contribute ideas to a class email to be sent to another class / school etc.	Work collaboratively by email to share and request information of another class/peer or story character. For example, using Purple Mash.	Compose an email and send it by selecting the correct email address from a given bank of receipients using an appropriate platform e.g. Purple Mash. Begin to attach files to emails. List a range of ways the internet can be used to provide different methods of communication.
(Information Technology) Handling Data	<ul> <li>As a class or individually with support, use a simple pictogram or painting program to develop simple graphical awareness / one to one correspondence.</li> <li>Talk about the ways in which information can be shown.</li> <li>Use chosen technology to collect information, including photos, video and sound.</li> </ul>	Use a graphing package to collect, organise and classify data, selecting appropriate tools to create a graph and answer questions.  Enter information into a simple branching database, database or word processor and use it to answer questions.  Save, retrieve and edit work.	<ul> <li>Talk about the different ways data can be organised.search a ready-made database to answer questions.</li> <li>Add to a database.</li> <li>Make a branching database.</li> <li>Use a data logger to monitor changes and talk about the information collected.</li> <li>Consider what software is most appropriate for a given task.</li> </ul>
(Information Technology) Information Technology- Text and Multimedia	<ul> <li>Work with others and with support to contribute to a digital class resource, which includes text, graphic and sound.</li> <li>Use the keyboard or a word bank on a device to enter text.</li> <li>Begin to learn how to name, save and retrieve their work.</li> </ul>	<ul> <li>Save, retrieve and edit their work confidently.</li> <li>Use the keyboard on a device to add, delete and space text for others to read.</li> <li>Use a range of media in their digital content including photos, text and sounds.</li> </ul>	<ul> <li>Beginning to combine a mixture of</li> <li>text, graphics and sound to share ideas and learning.</li> <li>Use appropriate keyboard commands to amend text on a device, including making use of a spellchecker.</li> </ul>
(Information Technology) Digital Images	Use a range of simple tools in a paint package to create their own picture.	Use a range of tools in a paint package / image manipulation software to create or modify a picture or to communicate an idea.      Create a simple animation to tell a story (JIT.)	Begins to manipulate given digital images using a range of tools in appropriate software.
(Information Technology) Sounds and Communicatio n	Choose suitable sounds from a bank toexpress their ideas. Record short speech. Know how to record and play back. For example: sound buttons, ipads, recording clipboards etc	Compose music from icons.  Edit music compositions using a programme like 2Sequence.	Beginning to add sound to digital work e.g. a Powerpoint or on JIT.
(Computer Science) Programming	Give instructions to a friend and follow their instructions to move around.  Describe what happens when	Describe the order needed to make something happen and discuss this as an algorithm.     Understand a friend's program and describe what will become	Design and code a program that follows a simple sequence.      Use repeat commands and begin to understand the effect of timer
	buttons on a robot are pressed.     Press the buttons in the correct order to make a robot (e.g. a	<ul><li>describe what will happen.</li><li>Create a simple program that achieves a specific purpose.</li></ul>	<ul> <li>commands.</li> <li>Describe the algorithm needed for a simple task.</li> </ul>

	beebot) follow a thought out set of instructions.  Describe what actions are needed to make something happen and begin to use the word algorithm.  Begin to use software/apps to create movement and patterns on a screen.  Begin to read code, one line at a time.	Start to identify and correct some errors in a sequence.     Explain what an algorithm is and understand the need for their algorithm to be precise, so that it can be successfully convereted into code.	Detect a problems in an algorithm which could result in unsuccessful programming.
(Computer Science) Understanding Technology in our Lives: Network	Show an awareness that what is created on a computer or tablet device can be shown to others via another device (e.g. printer, projector, Apple TV)	Begin to show an awareness that computers can be linked to share resources.	Beginning to show an understanding that their password is the key to accessing a personalised set of resources and files (e.g. My Documents).      Show an awareness of where passwords are critical in everyday use (e.g. parents accessing bank details)
(Computer Science)  Understanding Technology in our Lives: The Internet	<ul> <li>Talk about what we use the internet for, with picture prompts where appropriate e.g. the Cbeebies logo.</li> <li>Begin to understand what a website is.</li> </ul>	Talk about the differences between the internet and things in the physical world.  Use websites and demonstrate an awareness of how to manage their journey around them (e.g. using the back/forward button, refresh, hyperlinks)	Use search tools to find and use an appropriate website.