These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

Key Stage One	
Pupils should be able to:	
Using technology	- List a range of technology – such as cameras, tablets, microphones and laptops – and identify potential uses for each. - Name the parts of a desktop computer and explain their uses - Develop their typing speed to at least 13wpm. - Show control in using a desktop or laptop mouse - Identify basic functions on the computer and other technology, such as recognising that an x in the corner means exit. - Save and load their work
Using the internet	- Describe a number of uses of the internet and explain why the internet might be more useful, in some circumstances, than other resources - Use search engines effectively to retrieve specific information - Identify and explain the uses of internet features such as the search bar, back, favourites and refresh. - Understand that the things they find on the internet are put there by humans and might, therefore, be unreliable, unhelpful or inappropriate
Communicating and Collaborating Online	- Use a child-friendly email server to respond to fictitious emails, using the attachment function - Understand and explain the risks of communicating online, identifying appropriate responses to messages that upset them or make them feel unsafe. - Identify a range of communication methods facilitated by technology and explain how they differ in use.
Creating and Publishing	- Use Microsoft Word and Microsoft Powerpoint to present information, editing text size, colour and font - Copy-and-paste pictures into a document, changing their size - Use clip-art to source additional materials
Digital Media	- Use 2Beat and 2Compose to create basic pieces of music - Record sound on an i-pad, checking the quality of the recording - Take photographs, including selfies - Use an i-pad to record videos
Using Data	- Use Purple Mash to present data in graphs and pictograms, printing and analysing their findings - Use Purple Mash to create simple, two-strand databases
Programming, Modelling & Simulation	- Complete the Chimp level on Purple Mash Coding, demonstrating an ability to code and debug graphics using both arrows and written text - Identify some real-world uses for simulations - Interact with child-friendly simulations in order to test hypotheses

These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

Cultural Opportunities and Topic Coverage						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
1st Year						
2nd Year						

These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

Lower Key Stage Two Pupils should be able to:	
Using technology	• Identify a wider range of technological devices - such as cameras, tablets, microphones and laptops – and explain why one device suits a purpose better than another • Name the component parts of a range of technologies, identifying which functions are consistent between devices (e.g. on/off button) and explaining their uses. • Develop their typing speed to at least 20wpm. • Identify more complex functions on devices, such as recognising that there is a difference between hibernate, stand-by and switch off • Save and load their work in a range of ways, including saving work to the computer, online spaces and external storage devices.
Using the internet	• Describe different approaches to using the internet to solve problems, identifying the most relevant solution • Show understanding of how search engines work, developing search-strings in order to find more detailed answers to self-set questions. • Use internet features to manage important sites and documents, saving them to Favourites, accessing their internet history or saving links. • Explain how to determine whether information found on the internet is reliable.
Communicating and Collaborating Online	• Understand how emails work, showing awareness of domain names and what @ means. • Use more advanced email functions, such as sending to multiple recipients, forwarding or using CC. • Understand and explain the multiple risks of communicating online, identifying appropriate responses to each • Identify a range of communication methods facilitated by technology and explain when they are each appropriate for use. • Use Google Docs or a collaborative tool to create and edit work together
Creating and Publishing	• Continue to use Microsoft Word and Microsoft Powerpoint to present information, accessing more advanced features, such as table editors, backgrounds, borders and gifs. • Understand the difference between different kinds of creative tools, explaining the difference in purpose between word processors and desktop publishers. • Use ICT to create a set of products that share the same theme. • Create a website, using hyperlinks, images and media files
Digital Media	• Sequence shorts pieces of music using pre-recorded sounds • Independently record, edit and refine videos, ensuring that recording quality is high. • Create a video/animation out of photographs • Use technology to edit photos for a purpose

These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

Using Data	- Use Purple Mash to present data in a range of graph-types, analysing their findings - Explain what a database is and name some potential uses - Create graphs based on databases - Use excel to create basic spreadsheets, using the graph function and 'sum'.
Programming, Modelling & Simulation	- Complete the Gibbon level on Purple Mash Coding, demonstrating an ability to code and debug more complex graphics, using if/when functions - Use simulations to make and test predictions. - Use Purple Mash to begin to create 3D projects.

Cultural Opportunities and Topic Coverage

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1st Year						
2nd Year						

These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

Upper Key Stage Two Pupils should be able to:	
Using technology	- Independently select a range of devices to use in response to tasks and challenges - Name the component parts of a range of technologies, identifying which functions are consistent between devices (e.g. on/off button) and explaining their uses. - Develop their typing speed to at least 27wpm. - Show competence in using devices, using common functions to resolve small technological problems.
Using the internet	- Describe different approaches to using the internet to solve problems, identifying the most relevant solution - Explain, in detail, how to source very specific information on the internet, using the advanced search features on search engines. - Explain potential issues associated with the internet, such as copyrights/downloading material. - Describe how to source multi-media online that is not copyrighted - Determine the source of web content by considering the web address, author and source.
Communicating and Collaborating Online	- Continue use more advanced email functions to suit a range of purposes. - Explain why the online world contains different risks to those in real life, identifying effective solutions to these problems. - Identify a range of communication methods facilitated by technology and explain when they are each appropriate for use. - Collaborate on online projects, assigning group roles to create a professional piece of work.
Creating and Publishing	- Use a presentation tool, such as Prezi, to create a more complex, non-linear presentation, incorporating multimedia. - Understand the difference between different kinds of creative tools and identifying appropriate tools for them to use in completing different tasks. - Create a website of more than one, interlinked page, using hyperlinks, images and media files
Digital Media	- Create extended pieces of music, showing skill in editing sound - Create film trailers, using a range of features to effect. - Create complex animations, adding sound and interactive elements - Use technology to edit photos for a purpose, including applying layers
Using Data	Understand the real-life applications of a spreadsheet and create their own spreadsheet to represent data, using query tools to analyse it
Programming, Modelling & Simulation	- Complete the Gorilla level on Purple Mash Coding, demonstrating an ability to code and debug sequences involving multiples graphics - Create their own, multi-level games - Use simulations to explore the impact of changing variables in real-life situations - Use Purple Mash to begin to create 3D projects to scale, using their designs to inform D&T work

These documents outline the skills that pupils should be able to demonstrate by the end of their two-year programme.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cultural Opportunities and Topic Coverage						
1st Year						
2nd Year						