

Reception

Recognise that a range of technology is used at home and at school
Select and use technology for clear purposes
Use ICT hardware to interact with age-appropriate software
Complete a simple computer programme

Year 1

Recognise common uses of technology in school and at home
Create digital content
Understand how to receive support when they have concerns about their internet use
Predict the behaviour of simple programmes
Explain what an algorithm is

Year 2

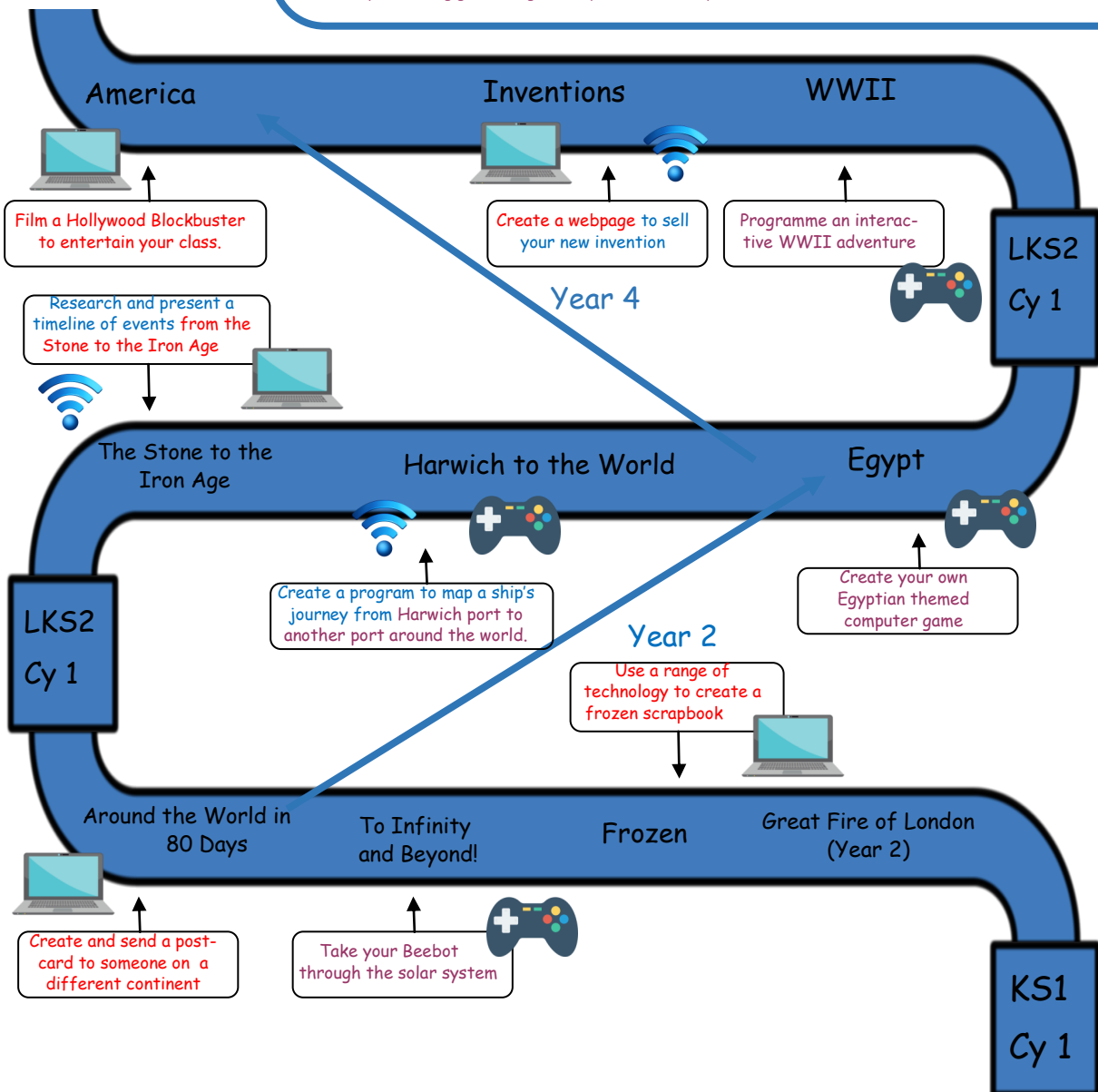
Use technology to create, organise, store, manipulate and retrieve digital content
Use a range of programmes to create digital content and compare their benefits
Use technology safely and keep personal information private
Predict the behaviour of simple programmes by relating each action to a part of the algorithm
Create simple programmes
Find and fix bugs in simple programmes
Understand that programmes run by following clear, unambiguous instructions

Year 3

Recognise and make efficient use of different types of input and output devices
Use a variety of software to accomplish a goal with support
Understand that networks share information and data, including the internet
Use simple search technologies and recognise that some are more reliable than others
Use technology safely and responsibly, distinguishing between acceptable and unacceptable behaviour
Design, write and debug programmes that control or simulate virtual events
Use logical reasoning to explain how simple algorithms work

Year 4

Use and select a range of input devices and software, such as cameras or sensors, to accomplish given goals
Understand what servers are and how they provide services to a network
Understand how results are selected and ranked by search engines
Use technology responsibly, understanding that online communication may be seen by others and knowing where to go for help and support if necessary
Decompose programmes into smaller parts
Use logical reasoning to detect and correct errors in algorithms and programmes
Accomplish coding goals using a variety of software, systems and content



Year 5

Independently select and use appropriate software for a task, including combining different software to create content for a given audience.

Use internet services to transfer data to a third party

Use filters in search technologies effectively and appreciate how results are selected and ranked

Understand the need to only select age appropriate content

Design, input and test increasingly complex set of instructions to a programme or device to accomplish specific goals, including controlling or simulating physical systems

Design, write and test simple programmes that allow a sequence of instructions to be repeated

Design, write and test simple programmes with opportunities for selection—where a particular result will happen based on the actions of the user

Use logical reasoning to explain increasingly complex algorithms which ensure a program's efficiency

Year 6

Independently select and combine a variety of software to design and create content for an audience, including, collecting, analysing, evaluating and presenting data

Understand how networks enable computers to communicate and collaborate

Begin to use internet services in their own creations to share and transfer data

Be discerning when evaluating digital content and use filters effectively



Identify a range of ways to report concerns about content and contact in and out of school

Use sequences, selection and repetition with hardware to explore real world systems

Solve problems by decomposing them into smaller parts

Use variables, sequence, repetition and selection in programmes

Use logical reasoning to explain how increasingly complex algorithms work and to detect errors efficiently

Using computers  Internet safety—continuous
 Using networks  Coding 

