Curriculum 2017-2018.

	Key skills in
	16-26 months
EYFS	T1- Anticipates repeated sounds, sights and actions
	T2- Shows interest in toys with buttons, flaps & simple mechanisms and beginning to learn to operate them.
	22-36months
	T3- Seeks to acquire basic skills in turning on and operating some ICT equipment.
	T4- Operates mechanical toys
	30-50 months
	T5- Knows how to operate simple equipment
	T6- Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.
	T7- Shows skill in making toys work by pressing parts or ;lifting flaps to achieve effects such as sound, movement or new
	images.
	T8- Knows that information can be retrieved from computers.
	40-60 months
	T9- Completes a simple program on a computer.
	ELG- Children recognise that a range of technology is used in places such as homes and schools. They select and use technology
	for particular purposes.
	Algorithms and Programming
Year 1	I can create a series of instructions.
	I can plan a journey for a programme toy.
	Information Technology
	I can create, store and retrieve digital content.
	• I can use a website.
	I can use a camera.
	I can record sound and play back.
	Digital Literacy
	I can use technology safely.
	I can keep personal information private.
	Algorithms and Programming
Year 2	I can use a range of instructions (e.g. directions/ angels/ turns).
	I can test and amend a set of instructions.

	I can find errors and amend. (debug)
	I can write a simple program and test it.
	I can predict what the outcome of a simple program will be (logical reasoning)
	I understand that algorithms are used on digital devices.
	I understand that programs require precise instructions.
	Information Technology
	I can organise digital content.
	I can retrieve and manipulate digital content.
	I can navigate the web to complete simple searches.
	Digital Literacy
	I use technology respectfully.
	I know where to go for help if I am concerned.
	I know how technology is used in school and outside of school.
	Algorithms and Programming
Year 3	 I can design a sequence of instructions including directional instructions.
	I can write programs that accomplish specific goals.
	I can work with various forms of input and output.
	Information Technology
	I can use a range of software for similar purposes.
	I can collect information.
	I can design and create content.
	I can present information.
	I can search for information on the web in different ways.
	I can manipulate and improve digital images.
	Digital Literacy
	I use technology respectfully and responsibly.
	I know different ways I can get help if I am concerned.
	 I understand what computer networks do and how they provide multiple services.
	I can discern where it is best to use technology and where it adds little or no value.
	Algorithms and Programming
Year 4	 I can experiment with variables to control models.
	 I can give an on-screen robot specific instructions that takes them from A to B.
	• I can make an accurate prediction and explain why I believe something will happen (linked to programming).

	I can de-bug a program.
	Information Technology
	I can select and use software to accomplish given goals.
	I can collect and present data.
	I can produce and upload a pod cast.
	Digital Literacy
	I recognise acceptable and unacceptable behaviour using technology.
	Algorithms and Programming
Year 5	 I can combine sequences of instructions and procedures to turn devices on and off.
	I can use technology to control an external device.
	• I can design algorithms that use4 repetition & 2 way selection.
	Information Technology
	I can analyse information.
	I can evaluate information.
	I understand how search results bare selected and ranked.
	I can edit a film.
	Digital Literacy
	 I understand that you have to make choices when using technology and that not everything is true and/or safe.
	Algorithms and Programming
Year 6	I can design a solution by breaking a problem up.
	I recognise that different solutions can exist for the same problem.
	I can use logical reasoning to detect errors in algorithms.
	I can use selection in programs.
	I can work with variables.
	I can explain how an algorithm works.
	I can explore 'what if' questions by planning different scenarios for controlled devices.
	Information Technology
	I can select, use and combine software on a range of digital devices.
	I can use a range of technology for a specific project.
	Digital Literacy
	I can discuss the risks of online use of technology.
	I can identify how to minimise risks.