



Key Stage	Year Group	Digital World	Programming	Electronic Safety	Data Handling	Programming 2	Digital Presentation
Key Stage 1	1	I can name the external parts of a computer and talk about what they do.  I can identify a range of technologies around me.  I can identify the basic functions of a Qwerty keyboard to include backspace, delete, cap lock, shift and enter.  I can use the correct fingers on the correct keys when typing.  I can locate and open digital work.  I can explain what to do if something makes me unhappy on a computer, tablet or phone (e-safety link).	I can organise an algorithm into the most logical sequence.  I can test an algorithm to see if it works properly.  I can create an algorithm.  I can convert an algorithm to a Logo program.  I can locate faults in a Logo program.	I can explain what personal information is.  I can identify what might make someone a trustworthy person.  I can judge if someone is trustworthy or not.  I can explain what the 'uh-oh' feeling means when online.  I can demonstrate my knowledge of e-safety.	I can examine a pictogram and interpret the information it gives me.  I can convert pictogram data to a spreadsheet.  I can reference a cell in a spreadsheet and examine the data in it.  I can change a cell colour to highlight particular information.  I can gather my own data and present it on a spreadsheet.  I can convert spreadsheet data into a pictograph.	I can create a light sequence on a robot.  I can use a delay into a program to make it behave in a specific way.  I can improve a program by editing it  I can edit a robot's program so it works efficiently, even in difficult conditions.  I can add a further instruction to a successful program, making more complex.	I can use digital paint tools and colours to create images.  I can use a range of digital animation tools.  I can create a sequence of animated frames.  I can use more advanced animation tools to make an animation more complex.  I can independently creating a digital animation of my choice.  I can present my digital work to an audience and explain how I achieved my endpoint.



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Key Stage 1	2	I can explain why the external parts of a computer are input or output devices.  I can identify digital output devices around me.  I can demonstrate how technology can make some tasks easier.  I can use more advanced keyboard functions such as 'Shift'.  I can use a range of fonts, font sizes and font colours to improve a digital presentation.  I can explain what to do if something makes me unhappy on a computer, tablet or phone (e-safety link).	I can write precise instructions, using Logo.  I can write a Logo program that has a purpose.  I can locate and debug faults in a Logo program.  I can use a repeat instruction in a Logo program.  I can read and interpret an unfamiliar Logo program.	I can give an example of how to deal with an e-safety worry.  I can explain why I should keep my personal details private.  I know what to do when someone chats to me online.  I can explain why it is important to think about other people's feelings online.  I can explain why I should check with an adult before playing online games.  I can suggest ways to improve our school's e-safety.	I can transfer tally data into a spreadsheet.  I can improve a spreadsheet by formatting cells.  I can create a basic formula.  I can present my own data on a spreadsheet.  I can convert data into a digital graph or chart.	I can find different ways to start a program.  I can control the movement of an object in a program.  I can make an object interact with its environment.  I can program instructions to repeat as many times as I decide.  I can debug a simple program.	Using ideas from Eduardo Paolozzi artwork  I can digitally research the work and style of an artist.  I can use digital tools to mimic the style of a known artist.  I can use technology to contribute to a piece of group work.  I can create a simple algorithm related to a specific task.



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Key Stage 2	3	I can explain what an e-safety worry is and how to deal with them.  I can successfully log into a digital account.  I can confidently navigate and use my digital accounts.  I can locate and edit digital work and folders.  I can communicate digitally in a way that is mindful of our school values.  I can peer assess work using digital collaboration tools.	I can identify the sequence of steps in a program needed to reach an endpoint.  I can use a greater number of instructions to make a robot perform specific actions.  I can identify where to use a repeat function and explain why I used it.  I can create a complex program, debugging as I go.  I can adapt and modify a complex program, debugging as I go.	I can explain what an e-safety worry is and how to deal with them.  I can explain what to do when a stranger contacts me online.  I can explain why some digital games are not appropriate for my age.  I can explain what to do when I see something inappropriate online.  I can explain what a digital footprint is.  I can suggest ways to improve our school's e-safety.	I can organise data efficiently using a spreadsheet.  I can locate specific cells.  I can program cells to add up values.  I can collect data in order to calculate and analyse data.  I can generate my own data, present my findings and draw conclusions.	I can identify the start and endpoint in a Scratch sequence I can program a repeat and explain why I have used it. I can programme a sequence in Scratch involving a user input to create a specific output. I can programme objects to interact. I can program objects to interact with each other.	Using ideas from Andreas Gursky photography  I can search and save specific information or media for a particular purpose.  I can use digitally create work for a specific purpose.  I can modify and manipulate a digital image for a specific purpose.  I can confidently use a range of advanced digital art tools.  I can showcase digital art work create from a brief.



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Key Stage 2	4	I can explain what the World Wide Web is.  I can explain what the internet is and how it relies on the World Wide Web.  I can hyperlink text and images in my work.  I can illustration of the how the internet works.  I can use advanced web search features	I can design a program that makes a robot complete a simple task.  I can use logical reasoning to predict the behaviour of a program.  I can convert an algorithm into a program.  I can find and fix errors in a program.  I can read a program fluently.	I can explain what an e-safety worry is and how to deal with them.  I can explain with an app that asks for my personal or device information.  I can voice opinions on of age restrictions for digital games.  I can explain the impact of a negative digital footprint.  I can write a digital post blog without giving away personal information.  I can suggest ways to improve our school's e-safety.	I can sort data into the right columns and rows.  I can write a 'SUM' formula.  I can use the drag feature to autocomplete a formula in multiple cells.  I can use conditional formatting to highlight specific information.  I can analyse a spreadsheet and draw conclusions.	I can place flowchart blocks in a logical way in Flowol to get a specific output.  I can programme a loop in Flowol.  I can place a delay in a Flowol sequence and explain its role.  I can run two separate sequences, in Flowol, that work to achieve a combined output.  I can fragment a system in Flowol to identify and debug errors.  I can create multiple sequences that work together to make a system.	Using ideas from Darren Rowse photography  I can use technology to create and present my ideas.  I can edit and improve a digital image.  I can decide the best frame format when taking a picture.  I can use the digital skills I have developed to create meaningful content.  I can determine the best way to achieve impact on a piece of digital artwork.



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Key Stage 2	5	I can explain how the internet has evolved over time.  I can explain how a local area network functions.  I can explain the differences between wired, wireless and data connections.  I can break down the internet into its components and explain their roles within the system.  I can evaluate a piece of software.	I can locate and test motors that allow a robot to move.  I can sequence a set of instructions using a logical order.  I can trigger specific lines of code to operate motors when I want.  I can make a robot respond in real time.  I can create a pseudo random output.	I can explain what an e-safety worry is and how to deal with them.  I can explain the dangers and need for age restrictions for digital games  I can explain the dangers associated with giving away personal information online.  I can explain some of the dangers associated with posting videos.  I can find evidence to prove or disprove the content of a website.  I can suggest ways to improve our school's e-safety.	I can write and use the most effective formula for a specific set of calculations.  I can explain the differences between the Boolean, Text and Numeric data types.  I can use a filter to find specific information.  I can plan and build a spreadsheet that has a purpose.	I can recall the name of, and explain the use of, blocks used in Flowol.  I can use a decision box in a sequence to allow more than one output.  I can programme a variable output in Flowol.  I can fragment a system into separate sequences and program those sequences.  I can create a variable that is controlled by a set of delays that I have chosen to be appropriate.	I can work with 'X' 'Y' and 'Z' axis' to create a digital shape.  I can use familiar CAD tools with more accuracy.  I can add context to a CAD object by specifying and justifying what materials could be used in construction.  I can use accurate measurements when designing a CAD model.  I can use tools that help me create CAD objects to scale.  I can use a wide range of CAD tools independently and accurately.



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Key Stage 2	6	I can identify the similarities and differences between a PC, laptop, tablet and smartphone.  I can explain the role of a range of internal components in a digital device.  I can disassemble a laptop and locate key internal components.  I can evaluate the content of a website or webpage and use strategies to prove or disprove its validity.  I can add purposeful hyperlinks, which I have vetted, to my work.	I can explore the history of Python Programming.  I can open the Python IDLE programming environment and write a simple program.  I can write several lines of code that output a message on more than one line in Python.  I can debug a line of Python code.  I can use the \n, \ \" escape sequences, in Python.  I can use a range of mathematical operators in Python.	I can explain the impact of cyberbullying and suggest support strategies for victims.  I can suggest the importance of (and strategies for managing) a positive digital footprint.  I can identify the dangers of video chatting.  I can explain how to use digital content without infringing copyright.  I can suggest ways to improve our school's e-safety.	I can use prior knowledge to create a spreadsheet that include formulas.  I can use formula with an 'if' condition.  I can use formulae with nested 'if.' conditions.  I can use formulae with the 'vlookup' function.  I can plan and build a spreadsheet that has a purpose.  I can use prior knowledge to create a spreadsheet that include simple formulas.	I can use the if-then-else instruction.  I can create a program that enables a robot to interact with a user.  I can program relational operators to compare two values.  I can create a program that performs a specific task.	I can demonstrate my prior knowledge of a CAD program.  I can use specific digital tools for a purpose.  I can use CAD to build a scaled model.  I can use animation tools to highlight specific area of a CAD model.  I can present a finished piece of CAD work.