

Session	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
1	Sort items using a range of criteria.	Understand what an algorithm is.	Add and edit data in a table	understand the basic functions of Microsoft Word and navigate the interface.	Make a If/Then conditional instructions	Examine how whole numbers are used as the basis for representing all types of data in digital systems
2	Sort items on a computer system	Create a program using a given design	Describe cells using their addresses.	How animations are created by hand	Use input from the micro:bit sensor to display on the LED display	Represent whole numbers in binary
3	Log in safely and understand why that is important	Refine searches and share work electronically using the display board.	Know what makes a safe password, how to keep passwords safe and the consequences of giving your password away.	Understand how children can protect themselves from online identify theft	Gain a greater understanding of the impact that sharing digital content can have.	Identify benefits and risks of mobile device broadcasting the location of the users/device.
4	Understand that data can be represented in picture format.	Explore 2Paint and recreate a piece of art	Understand what a flowchart is and how flowcharts are used in computer programming	Understand how sensor inputs from the accelerometer can be used to detect movement, such as when a step is taken.	Create and format a simple document using text and images.	Develop advanced skills by incorporating tables and hyperlinks into documents.
5	To use a pictogram to record the results of an experiment.	Explore how a story can be represented digitally.	Understand that there are different types of timers.	Understand how input, outputs and computer code work together to make control system.	Use 2Design and Make tool	Create a picture-based quiz for young children
6	Find saved work in the Online Work Area	Understand that information put online leaves a digital footprint.	Consider if what can be read on websites is always true.	Identify the risks and benefits of installing software including apps.	Be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.	Identify the purpose of writing a blog
7	Be able to use the directions keys forward, backwards, left and right.	Understand that algorithms follow a sequence	Learn how to use the home, top and bottom row keys	Understand the basic functions of Microsoft Excel	Begin to be able to simplify code.	Design a playable game with a timer and a score
8	Create and debug a set of instructions (algorithm).	Understand that different objects have different properties	Practice and improve typing for home, bottom and top rows.	Understand onion skinning in animation	Understand what a simulation is.	Use functions and understand why they are useful
9	TBC	Understand how we talk to others when they are not there in front of us.	Think about the different method of communication	TBC	TBC	Plan the theme and content for a blog
10	Use different drawing tolls to create a picture.	Explore, edit and combine sounds using 2Sequence.	Understand how to use the repeat command.	Understand different parts that make up a desktop computer	Create and format a simple spreadsheet to organise data.	Use formulas and functions to analyse data effectively.

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11	Add animation to a page	Record and upload sounds.	Use coding knowledge to create a range of programs.	Recall the different parts that make up a computer	Explore the effect of moving points when designing	learn how to use the questions types within 2Quiz
12	Explore the tool area of Purple Mash and to learn about the commons icons used for Save, Print , Open and New	Understand the terminology associated with the internet and searching	Write an email to someone	Understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism	Learn about how to reference sources in their work	Review the meaning of a digital footprint and understand how and why people use their information online.
13	Understand what instructions are	Create a program using a given design	Enter data into a graph and answer questions	Understand how to create a basic PowerPoint presentation.	Know what decomposition and abstraction are in Computing Science	To use flowcharts to test and debug a program
14	Use code to make a computer program	Know what debugging means	Present results in graphic form	Use 'stop motion' animation	Understand how to use frictions in code.	Understand the different options of generating user input in 2code.
15	Find and understand examples of where technology is used in the local community	Deepen our understanding of searching the Internet	Use email safely	Identify the positive and negative influences of technology on health and the environment.	Ensure reality through using different methods of communication.	Understand how to write a blog and a blog post.
16	Add sound and voice recording	Understand what a spreadsheet is used for.	Understand the micro:bit is a tiny computer which needs instructions in code to make it work.	Understand how a IF statement works	Explore design principles to enhance the visual appeal of our PowerPoint slides.	Develop skills in presenting and delivering our PowerPoint projects effectively to an audience.
17	Make a story using a range of drawing tools	Add different types of images to a spreadsheet	Understand that sequences and timing is important when making an animation	Understand how the Repeat until command works.	Design a 3D model to fit certain criteria.	Make a quiz that requires the player to search a database.
18	Record example of technology outside school.	Create a leaflet to help someone search for information on the internet.	Use email safely	TBC	TBC	Understand the importance of commenting on blogs