YEAR	Digital Literacy	Computer Science	Information Technology
EYFS	• Play appropriate games on the Internet. • Talk about good and bad choices in real life e.g. taking turns, saying kind things, helping others, telling an adult if something upsets you.	• help adults operate equipment around the school, independently operating simple equipment. • use simple software to make things happen. • explore options and make choices with toys, software and websites. • press buttons on a floor robot and talk about the movement	• Develop an interest in ICT by using age appropriate websites or programs. • Use a mouse to rearrange objects and pictures on a screen. • Begin to use a keyboard. • Recognise text, images and sound when using ICT. • Use a camera or sound recorder to collect photos or sound. • Use a simple pictogram or set of photos to count and organise information.
KS1 (Y1)	• Use technology safely. • Keep personal information private. • Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. • Recognise common uses of information technology beyond school	• Understand what algorithms are • Create simple programs • Begin to use logical reasoning to predict the behaviour of simple program	• Use technology purposefully to create digital content • Use technology purposefully to store digital content • Use technology purposefully to retrieve digital content
KS1 (Y2)	• Use technology safely and respectfully. • Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. • Know that they create their own digital footprint and what that means when they go online.	• Understand that algorithms are implemented as programs on digital devices • Understand that programs execute by following precise and unambiguous instructions • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple program	• Recognise common uses of information technology beyond school; • Use technology purposefully to organise digital content • Use technology purposefully to manipulate digital content Use technology purposefully to retrieve digital content

YEAR	Digital Literacy	Computer Science	Information Technology
LKS2 (Y3)	• Know what acceptable and unacceptable behaviour is when using technologies and online services. Use technology safely and respectfully. • Understand why certain websites are age appropriate and what that means. • Identify a range of ways to report concerns about contact • Know what their own digital footprint online is.	• Write programs that accomplish specific goals Use sequence in programs • Work with various forms of input • Work with various forms of output	• Use search technologies effectively Use a variety of software to accomplish given goals • Collect information Design and create content Present information
LKS2 (Y4)	• Recognise acceptable/unacceptable behaviour • Use technology safely and respectfully. • Understand the opportunities computer networks offer for communication • Identify a range of ways to report concerns about content	• Design and write programs that accomplish specific goals • Design and create programs • Debug programs that accomplish specific goals Use repetition in programs • Control or simulate physical systems Use logical reasoning to detect and correct errors in programs • Understand how computer networks can provide multiple services, such as the World Wide Web Appreciate how search results are selected	• Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, • Evaluating, and presenting data and information. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
UKS2 (Y5)	• Recognise acceptable/unacceptable behaviour • Use technology safely and respectfully.	• Solve problems by decomposing them into smaller parts • Use selection in programs • Work with variables	• Combine a variety of software to accomplish given goals • Select, use and combine software on a range of digital devices

YEAR	Digital Literacy	Computer Science	Information Technology
	• Understand the opportunities computer networks offer for collaboration • Be discerning in evaluating digital content- know that sometimes information can be untrue or fake.	• Use logical reasoning to explain how some simple algorithms work • Use logical reasoning to detect and correct errors in algorithms • Understand computer networks, including the internet • Appreciate how search results are ranked	• Analyse data Evaluate data • Design and create systems
UKS2 (Y6)	• Uses technologies and online services securely, and knows how to identify and report inappropriate conduct. • Know that computers use IP addresses to identify each other. • Evaluates the trustworthiness of digital content. • Knows the names of hardware e.g. hubs, routers, switches, etc • Describe possible impact of published content to an audience e.g. the use of advertising • Know the meaning of some common website extensions – such as .org, .net, ac, .gov, .co.uk, .com	• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication	• Justifies the choice of and independently combines and uses multiple digital devices, internet services and application software to achieve given goals. • Identifies and explains how the use of technology can impact on society. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.