



Computing

2022-2023

Aged 3 - 4	
<p><u>Health, Well-being and Lifestyle</u></p> <ul style="list-style-type: none"> • I can identify rules that help keep us safe and healthy in and beyond the home when using technology. • I can give some examples. <p><u>Self-image and Identity</u></p> <ul style="list-style-type: none"> • I can recognise that I can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset. • I can explain how this could be either in real life or online. <p><u>Privacy and Security</u></p> <ul style="list-style-type: none"> • I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location) • I can describe the people I can trust and can share this with; I can explain why I can trust them. <p><u>Managing Online Information</u></p> <ul style="list-style-type: none"> • I can talk about how I can use the internet to find things out. • I can identify devices I could use to access information on the internet. <p><u>Information Technology</u></p> <ul style="list-style-type: none"> • I know how to turn on an iPad and can lock/unlock it with adult support. • I can use computers/keyboards/mouse in role play. • I can play on a touch screen game. <p><u>Computer Science</u></p> <ul style="list-style-type: none"> • I can use a mouse, touch screen to target and select options on screen. • I can use controls to move a digital toy. 	
Children In Reception	
<p><u>Health, Well-being and Lifestyle</u></p> <ul style="list-style-type: none"> • I can identify rules that help keep us safe and healthy in and beyond the home when using technology. • I can give some examples. <p><u>Self-image and Identity</u></p> <ul style="list-style-type: none"> • I can recognise that I can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset. • I can explain how this could be either in real life or online. <p><u>Privacy and Security</u></p> <ul style="list-style-type: none"> • I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location) • I can describe the people I can trust and can share this with; I can explain why I can trust them. • I understand that passwords can be used to protect information and devices. <p><u>Managing Online Information</u></p> <ul style="list-style-type: none"> • I can talk about how I can use the internet to find things out. • I can identify devices I could use to access information on the internet. • I can give simple examples of how to find information (e.g. search engine, voice activated searching). <p><u>Information Technology</u></p> <ul style="list-style-type: none"> • I can dictate short, clear sentences into a digital device. • I can type letters and words using a keyboard or tablet. • I can take a photograph using a digital device. 	

- Computer Science
- I understand that an algorithm is a set of instructions.
- I can input a simple sequence of commands to control a digital device.
- I understand that mistakes or errors are called 'bugs'

Early Learning Goal

Year 1

Health, Well-being and Lifestyle

- I can explain rules to keep us safe when we are using technology both in and beyond the home.
- I can give examples of some of these rules.

Self-image and Identity

- If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust.
- I can recognise that there may be people online who could make me feel sad, embarrassed or upset.

Privacy and Security

- I can recognise more detailed examples of information that is personal to me (e.g. where I live, my family's names, where I go to school).
- I can explain why I should always ask a trusted adult before I share any information about myself online.
- I can explain how passwords can be used to protect information and devices.

Copyright and Ownership

- I can explain why work I create using technology belongs to me.
- I can say why it belongs to me (e.g. 'it is my idea' or 'I designed it')

Online Reputation

I can recognise that information can stay online and could be copied.

Managing Online Information

- I can describe and demonstrate how to get help from a trusted adult or helpline if I find content that makes me feel sad, uncomfortable worried or frightened.

Online Relationships

- I can use the internet with adult support to communicate with people I know.

Photography, Videography and Digital Art

- I can use a digital device to take a photo and I can edit a photo using simple tools and filters.
- I can record a simple video with sound using a digital device.
- I can use a paint or drawing app to create a digital image.

Word Processing and Typing

- I can type words and simple sentences using a keyboard or tablet.
- I can use the 'space bar' to create a space between words, the 'delete' key and the 'caps lock' key and know which keys to use for punctuation such as full stops.

Data Retrieving and Organising/Communicating

- I know how to access a webpage using a digital device.
- I can use a search engine and understand its use (websites, images, video)
- I can name some ways to communicate using the internet (email, text messaging, video calling)

Algorithms and Programs

- I can explain what an algorithm is and give examples.
- I can follow an algorithm to control a programmable toy.
- I can explain what 'debugging' means.
- I can find and fix 'bugs' in a program.
- I can write an algorithm to control a programmable toy.
- I understand what logical reasoning is.
- I can use logical reasoning to predict the outcome of a programmable toy.

Year 2

Health, Well-being and Lifestyle

- I can explain simple guidance for using technology in different environments and settings.
- I can say how those rules/guides can help me.

Self-image and Identity

- I can give examples of issues online that might make me feel sad, worried, uncomfortable or frightened; I can give examples of how I might get help.
- I can explain how other people's identity online can be different to their identity in real life.
- I can describe ways in which people might make themselves look different online.

Privacy and Security

- I can describe how online information about me could be seen by others.
- I can describe and explain some rules for keeping my information private.
- I can explain how many devices in my home could be connected to the internet and can list some of those devices.

Online Reputation

- I can explain how information put online about me can last for a long time.
- I know who to talk to if I think someone has made a mistake about putting something online.

Managing Online Information

- I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things that are 'true' or 'real'.
- I can explain why some information I find online may not be true.

Copyright and Ownership

- I can describe why other people's work belongs to them.
- I can recognise that content on the internet may belong to other people.

Online Relationships

- I can use the internet to communicate with people I don't know well (e.g. email a penpal in another school/ country).

Photography, Videography and Digital Art

- I can use photos in a simple slideshow.
- I can record a series of clips and edit them using a video/movie app.
- I can use the shape and fill tools to create a detailed digital image using a paint or drawing app.

Word Processing and Typing

- I can type short passages of text using a keyboard or tablet.
- I can select or highlight text and use tools to change its format (B, U, I, colour)
- I can insert or 'copy and paste' an image. I can 'upload' an image.

Data Retrieving and Organising/Communicating

- I can 'copy and paste' text and 'save' images from a website.
- I can send an email.

Algorithms and Programs

- I can write a program on a digital device.
- I can 'debug' programs on a digital device.
- I can use logical reasoning to predict the outcome of a program.
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- I can 'debug' programs on a digital device.
- I can use logical reasoning to predict the outcome of a program.