

	Computer Science	Information Technology	Digital Literacy
EYFS	<ul style="list-style-type: none"> <li>• Children will learn how to hold a mouse, make the cursor move around, click the correct mouse button and drag objects, and use the mouse roller to scroll.</li> <li>• Children will learn how to use the arrow keys to move around, type numbers and letters on the keyboard.</li> <li>• Children will talk about technology and how it is used at home, outdoors and in the world around them.</li> </ul>	<ul style="list-style-type: none"> <li>• Children will learn how to draw pictures on the computer; selecting the colour and correct width pen for the job. They will learn how to erase, use the undo button. In addition to drawing on a computer using a mouse, they will learn how to use a touchscreen device purposefully.</li> <li>• Children will take photos using a digital device and talk about what these photos show.</li> </ul>	<ul style="list-style-type: none"> <li>• Children will learn what it means for something to be private, explain how work on the computer belongs to them, and discuss who they can talk to when they feel worried about something.</li> </ul>
KS1	<ul style="list-style-type: none"> <li>• Children will understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>• Children will create and debug simple programs.</li> <li>• Children will use logical reasoning to predict the behaviour of simple programs.</li> </ul>	<ul style="list-style-type: none"> <li>• Children will use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>• Children will use technology safely and respectfully, keeping 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.</li> </ul>
KS2	<ul style="list-style-type: none"> <li>• Children will design, write and debug programs that accomplish specific goals including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>• Children will use sequence, selection,</li> </ul>	<ul style="list-style-type: none"> <li>• Children will use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>• Children will select, use and combine a</li> </ul>	<ul style="list-style-type: none"> <li>• Children will use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about</li> </ul>

	<p>and repetition in programs; work with variables and various forms of input and output.</p> <ul style="list-style-type: none"> <li>• Children will use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>• Children 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 and collaboration.</li> </ul>	<p>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.</p>	<p>content or contact.</p>
--	--	--	----------------------------