



What is a Computer?	Autumn	Spring	Summer
Name a range of digital devices e.g. computer, computer monitor, smartboard, ipad, mobile,			
Explain what the basic parts of a computer are used for, e.g. a mouse, computer screen, keyboard			
Access a website to find information			
Understand that you can find information from a website			
Use a simple password when logging on, where relevant			
Understand that you can share digital content			
Recognise and use a range of input devices, e.g. mouse, keyboard, microphone, touch screen, touch pad			
Recognise and use a range of output devices, e.g. printer, speakers, monitor, screen			
Recognise that a range of devices contain computers, e.g. washing machine, car, laptop			
Know where to save and open work			
Understand that you can use a search engine to find information using keyword searches			
Understand that all devices, programs, websites, apps and games are designed and manufactured by real people to fulfil specific tasks.			
<b>Communicating: Text, Images and Multimedia</b>			
Select media (e.g. images, video, sound) to present information on a topic			
Understand that you can edit and change digital content			
Select basic options to change the appearance of digital content			
Combine text and images with support			
Apply edits to digital content to achieve a particular effect e.g. slide transitions			
Plan out digital content with support			
Discuss and edit digital content to improve it			
<b>Programming and Computational Thinking</b>			
Identify and list the steps of a known task in order			
Understand that we control computers by giving them instructions			
Create a simple program e.g. control a floor robot			
Understand what an algorithm is			

Create a simple algorithm			
Identify and explain patterns in groups of objects			
Debug an error in a simple algorithm or program e.g. for a floor robot			
Predict the outcome of a simple algorithm or program			
Understand that computers have no intelligence and we have to program them to do things			
Understand that the order of instructions in an algorithm is important			
Understand that instructions in an algorithm need to be clear and unambiguous			
Evaluate the success of an algorithm or program			
Identify and correct errors in a given algorithm or program (debugging)			
Use the language <i>if...then</i> to describe the relationship between two actions			
Use specific software to create simple charts			
Identify an object using a series of instruction (branching database) * <b>Branching</b> is a basic concept in <b>computer</b> science. It <b>means</b> an instruction that tells a <b>computer</b> to begin executing a different part of a program rather than executing statements one-by-one.			
Recognise an error in a series of instructions			
Create a series of instructions (branching database) using pre-prepared images and questions			
Independently plan out and create a series of instructions (branching database)			
Discuss/ Evaluate a given set of instructions (branching database) and suggest improvements			
<b>Online Safety and Digital Literacy</b>			
Understand what personal information is and the need to keep it private			
Know who to tell if concerned about content or contact online			
Understand why we use passwords			
Understand that online identity can be different from real life			
Understanding of bullying behaviour and how it can make people feel			
Understand that when we share content online and people see it, we might not be able to delete it			
Know that not all information found online is true			
Understand that the digital content we make belongs to us and others need to ask permission to use it			