Ormskirk CE Computing Non-Negotiables

	Foundation	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Technology in the real world	Know how to switch computers on and off correctly. To know that they need to left click to select. Double click. Know how to take a photograph with an iPad.	To press control, alt and delete. How to log on and off. How to select a program. How to use their own storage folder. To "undo" by pressing the back button. To use the "enter", "space" and "backspace" buttons. How to use "caps lock." To highlight text. Change font size, colour etc	To use arrows to select. How to use the shift button. To create a text box and resize. Cut, paste and copy. Using the spell check. Using ? and ! Using bullet points. Bold, italics and underline. Chose and save pictures from the internet. Insert a picture from a file.	Use different font sizes, colours and images purposefully. Choose email recipients, forward and add attachments to an email. Save an email to draft and retrieve it before sending. Open received emails and save attachments to appropriate places.	Know how to use digital tools responsibly to communicate. Use search technologies effectively and safely.	Use digital devices to present data and information. Use search technologies and understand how results are ranked. Evaluate a range of digital sources.	Use a range of digital devices to combine different software and present data and information. Collect, analyse and evaluate data.

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		Insert pictures from clipart. Use an iPad to take photographs.	Resize Right click. How to print. How to connect an iPad and download photographs. Save photographs and videos to a chosen file. Log on to an email program. Type a simple email. a picture.				

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Programming	Program a bee bot. Begin to predict what will happen next in a simple program ie predict what will happen next in a simple program	Know what algorithms are and how they are used. Understand how algorithms impact programming.	Understand that programs are a series of simple instructions. Create, test and de-bug a simple program.	To plan simple sequences with algorithms. To use reasoning to predict errors.	Design a simple program. Use sequences and repetition in programs. Use reasoning to predict errors.	Design and write programs that control simulations and physical systems.	

Purposeful Application	Use technology in and out of school for a purpose ie take a photograph, complete a game.	Recognise how IT is used beyond school. Use technology to create digital content	Create and implement simple programs on digital devices. Use technology to present data and digital content.	Create and implement programs to accomplish given goals. Use technology to present data and digital content.	Create and implement a range of programs to accomplish given goals. Use technology to collect, present data and digital content.	Create and implement a range of programs and content to accomplish specific goals. Use technology to collect, analyse, evaluate and present data and digital content.	Use a range of programs, systems and content to accomplish challenging goals. Use technology effectively to collect, analyse, evaluate and present data and digital content.

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E-safety	Use technology respectfully and safely.	To know to tell an adult if they see anything inappropriate online.	Know what personal information is and to know that they must keep it private. To know that Facebook and other social media is for adults and not them.	Recognise unacceptable behaviour online. Identify a range of ways to deal with inappropriate content. Continue to use technology respectfully and safely.	Use technology safely, respectfully and safely. Know what it means to be a responsible digital citizen.	Use technology securely. Know how to protect your online identity.	Know why you need to use technology securely. Know why it is important to protect your online identity. Recognise correct content and conduct.