OBJECTIVE YEAR	EYFS	1	2	3	4	5	6
Understanding algorithms	Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images	Understand what algorithms are	Understand that programs execute by following precise and unambiguous instructions.			Use logical reasoning to explain how some simple algorithms work	Detect and correct errors in algorithms and programs
Programming	Knows how to operate simple equipment, e.g. turn on CD player, uses a remote control, can navigate touch-capable technology with support	Create and debug simple programs	Use logical reasoning to predict the behaviour of simple programs	Design and write programs that accomplish specific goals	Design, write and debug programs including controlling or simulating physical systems;	Design, write and debug programs that accomplish specific goals by decomposing them into smaller parts	Design, write and debug programs involving solving problems by decomposing them into smaller parts
Digital devices	Develops digital literacy skills by being able to access, understand and interact with a range of technologies		Understand how algorithms are implemented as programs on digital devices.	Understand the terms 'input' and 'output'.	use sequence, selection, and repetition in programs	Identify various forms of input and output	Work with variables and various forms of input and output
Information Technology	. Begin to list different IT in their home	Recognise common uses of information technology around school	Recognise common uses of information technology beyond school	Understand that the Internet is a network of computers	Understand that the Internet offers opportunities for communication and collaboration	Understand how computer networks can provide multiple services, such as the worldwide web	Understand computer networks and the opportunities they offer for communication and collaboration
	Recognise that a range of technology is used in places such as homes and schools.			Locate specific information using search technologies	Demonstrate strategies for selecting reliable information from search technologies	Be discerning in evaluating digital content	Appreciate how search results are selected and ranked
Digital Literacy	Knows that information can be retrieved from digital devices and the internet Can create content such as a video recording, stories, and/or draw a picture on screen	Use technology to create, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Retrieve pictures from websites to include in documents	Format documents with the audience in mind	Select, use and combine a variety of software (including internet services) to collect and present data and information	Design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Online Safety	Know how to handle equipment safely Begin to know that they shouldn't use devices without supervision Begin to give reasons why we need to stay safe online Can use the internet with adult supervision to find and retrieve information of interest to them	Identify where to go for help and support when they have concerns about content or contact online	Use technology safely and respectfully, keeping personal information private	identify a range of ways to report concerns about content and contact.	recognise acceptable/unacceptable behaviour online	identify and address false information online	use technology safely, respectfully and responsibly
Creative Projects	Undertake creative projects using graphic design (Y3 & 5), music sequencing (Y4) and that involve selecting, using, and combining multiple applications (Y5 & 6)						