Computer Science
Read instructions and predict outcomes
Produce a set of instructions that others can follow

Digital Literacy
Navigate websites
Answer simple questions using websites
Use drawing and text tools

Computer Science
Plan and program short sequences of commands
Test a simple program
Create algorithms to solve simple problems

Information Technology
Use a keyboard, mouse and touch
Save, print and retrieve
Make presentations and create things using software, computers and devices
Compose and send email
Understand why email can be useful

Digital Literacy
Enter addresses (url) of websites
Use links within websites
Use a range of apps and devices
Talk about how useful websites/apps have been
Use email

Year One

Year Two

Year Three

Information Technology
Use a keyboard to enter simple sentences
Use a mouse, print and save
Talk about how they have used the computer to create things

Digital Literacy
Understand what a computer network is
Understand what the internet can be used for other than browsing
Confidently enter urls into the address bar
Know that not all online information is reliable and needs to be checked

Computer Science
Create and test sequences of instructions (including repetition)
Predict outcomes of algorithms and identify repetition
Understand difference between internet and internet services
Identify computing devices and types of input and output.
Know that computers store data as numbers

Computer Science
Know that programming apps can be given commands to produce an effect
Plan sequences of instructions (including repetition)
Give a sequence of instructions including repetition and choices
Program and test a sequence of commands

Digital Literacy
Use hyperlinks and the back button
Question the reliability of online information
Create and use bookmarks/favourites
Print websites and copy and paste information
Describe how technology can be used
Make judgements and recommendations about own and others work

Internet Safety
All children –
Use technology safely, respectfully and responsibly
Understand acceptable and unacceptable behaviour
Know ways to report concerns and find advice

Information Technology
Use more advanced features of applications to match work to the audience
Reply to email
Use searches using more than one condition to find answers to questions

Year Four

Information Technology
Combine graphics and text
Use effects and resize graphics
Copy text from one place to another
Copy images
Save and retrieve work from a network location

Computer Science
Write and amend more complex programs for a variety of outcomes
Use iteration (repeats and loops), variables and conditional statements (if...then)
Test own programs and correct errors
Decompose problems

Digital Literacy
Communicate and collaborate using online services
Create simple web content using HTML
Know that search engines use algorithms
Know that search results are ordered by popularity
Use search technology and clear search terms
Use varied internet services
Create meaningful digital content
Use feedback to improve digital content

Year Five

Information Technology
Add text, sound and pictures to digital content
Recognise the audience when designing and creating digital content

Computer Science
Write and amend computer programs
Programme a number of algorithms

Digital Literacy
Suggest several activities the internet can be used for
Cross-check information on the internet
Create digital content for specific purposes

Year Six

Information Technology
Plan, design and create digital content incorporating text, images and sound which communicates effectively
Discuss rationale behind designs
Develop and refine digital content

Road Map- Computing