

Westgarth Primary School



Sequence of Computing Knowledge

	Digital Literacy				Computer Science			Information Technology					
	Online Safety	Email	Effective searching	Technology outside of School	Coding	Grouping and sorting	Hardware	Spreadsheets	Pictogram	Presenting ideas	Touch typing	AI	Word processing
Y1	×			×	×	×		×	×				
Y2	×		×		×			×		×			
Y3	×	×			×			×			×		
Y4	×		×		×		×	×				×	
Y5	×				×			×					×
Y6	×				×			×					×

Digital Literacy

Online safety		
KS1	Year 1	To log in safely and understand why that is important.
		To understand the importance of logging out when they have finished.
		To save work to the My Work area and understand that this is private space.
		To learn how to find saved work in the Online Work area.
	Year 2	To understand Email is a communication
		To understand how we talk to others when they are not there in front of us.
		To understand that information put online leaves a digital footprint or trail and identify the ways to keep personal data secure
KS2	Year 3	To know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away.
		To consider if what can be read on websites is always true.
		To learn about the meaning of age restrictions symbols on digital media and devices and why they exist.

		To know what makes a safe password, how to keep passwords safe and the consequences of giving your passwords away.
Year 4		To understand that information put online leaves a digital footprint or trail and that this can aid identity theft.
		To identify the positive and negative influences of technology on health and the environment.
		To understand the importance of balancing game and screen time with other parts of their lives.
Year 5		To gain a greater understanding of the impact that sharing digital content can have.
		To review children' responsibility to one another in their online behaviour.
		To know how to maintain secure passwords.
		To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.
		To learn about how to reference sources in their work.
Year 6		To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location
		To identify the benefits and risks of giving personal information and device access to different software.
		To have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour.
		To understand the importance of balancing game and screen time with other parts of their lives
		To identify the positive and negative influences of technology on health and the environment.

Email		
KS2	Year 3	To learn how to use email safely.
		To open and respond to an email to someone from an address book.

Effective Searching		
KS1	Year 2	To understand the terminology associated with the Internet and searching.
		To gain a better understanding of searching the Internet.
KS2	Year 4	To use search effectively and locate information on the search results page.
		To assess whether an information source is true and reliable and to understand that copying the work of others and presenting it as their own is called 'plagiarism'

Technology outside of school		
KS1	Year 1	To record and understand examples of where technology is used in the local community

Computer Science

Coding		
KS1	Year 1	To understand what instructions are.
		To predict what will happen when instructions are followed.
		To understand that computer programs work by following instructions called code.
		To use code to make a computer program.
	Year 2	To understand what an algorithm is.
		To understand that algorithms follow a sequence.
		To create a computer program using an algorithm.
		To use code to make a computer program.
		To know what debugging means.
	KS2	Year 3
To use coding knowledge to create a range of programs.		
To review previous coding knowledge.		

		To understand the importance of nesting.
		To understand that there are different types of timers.
	Year 4	To create a simple computer program.
		To begin to understand selection in computer programming.
		To understand how an IF statement works.
		To understand the Repeat until command.
	Year 5	To review existing coding knowledge.
		To be able to simplify code.
		To create a playable game.
		To understand what the different variable types are and how they are used differently.
		To begin to explore text variables when coding.
	Year 6	To plan and use selection and variables.
		To understand how the launch command works.
		To use functions and understand why they are useful.
		To understand how functions are created and called.
		To use flowcharts to test and debug a program.

Grouping and sorting

KS1	Year 1	To sort items using a range of criteria.
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Hardware

KS1	Year 4	To understand the different parts that make up a desktop computer
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Information Technology

Spreadsheets		
KS1	Year 1	To understand what a spreadsheet looks like.
		To be able to navigate around a spread sheet and enter data.
	Year 2	Know how to pose questions, collect data and generate charts and graphs.
		To add and edit data in a table layout.
KS2	Year 3	To add and edit data in a table layout.
		To find out how spreadsheet programs can automatically create graphs from data.
	Year 4	To find out how to add formulae to a cell.
	Year 5	To create formulae that use text variables.
	Year 6	To use a spreadsheet to calculate the discount and final prices in a sale. Create a formula to help work out the prices of items in the sale.
		To use a spreadsheet to help plan a school event/sale.

Pictogram		
KS1	Year 1	To understand that data can be represented in picture format.
		To contribute to a class pictogram.
		To use a pictogram to record the results of an experiment.

Presenting ideas		
KS1	Year 2	To explore how a story can be presented in different ways.
		To make a fact file on a non-fiction topic.
		To make a presentation to the class.

Touch typing		
KS2	Year 3	To introduce typing terminology.
		To understand the correct way to sit at the keyboard.
		To learn how to use the home, top and bottom row keys.

Artificial intelligence		
KS2	Year 4	To understand the basic concept of artificial intelligence.
		To identify real-life examples of artificial intelligence and how it can be used in the future
		To recognise the impact of artificial intelligence in daily life.
		To understand how artificial intelligence is being used to create music and art.

Word Processing		
KS2	Year 5	To add and edit images to a word document.
		To know how to edit images and use word wrap with images and text.
		To change the look of text within a document.
		To consider page layout including heading and columns.
	Year 6	To use tables within Google Docs to present information.
		To change the look of text within a document.
		To add and edit images to a document.