Svale Computing ACADEMIES TRUST

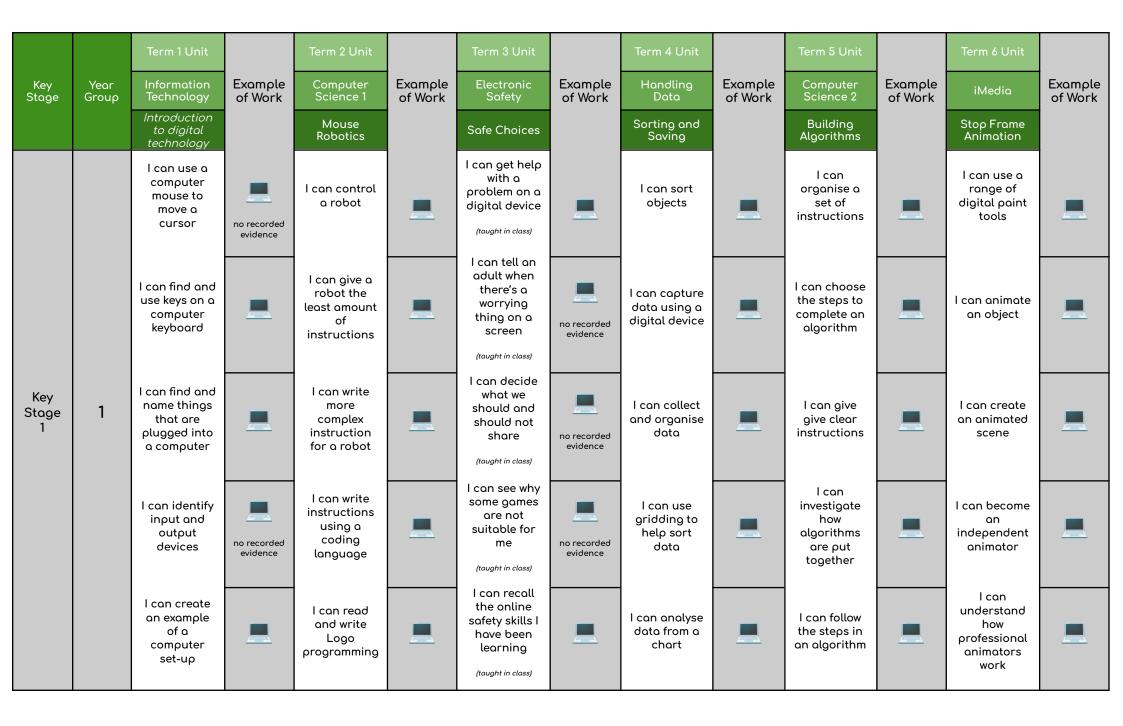
End of Year Expectations

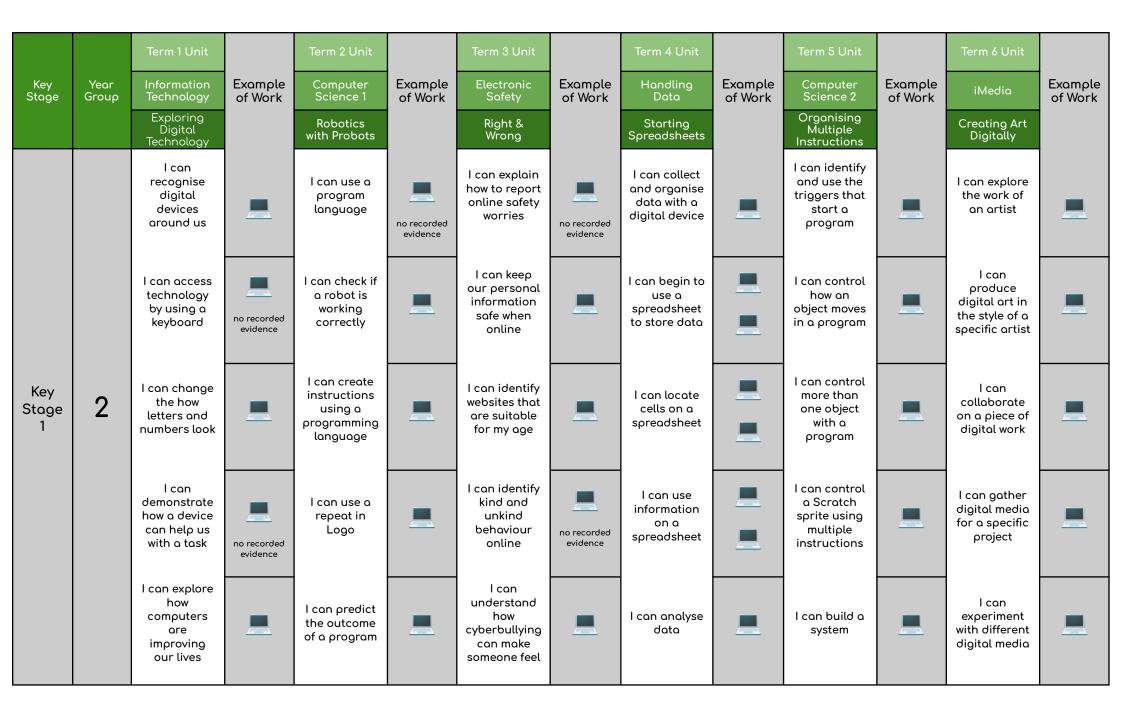
Langney Primary Acade

and Nursery

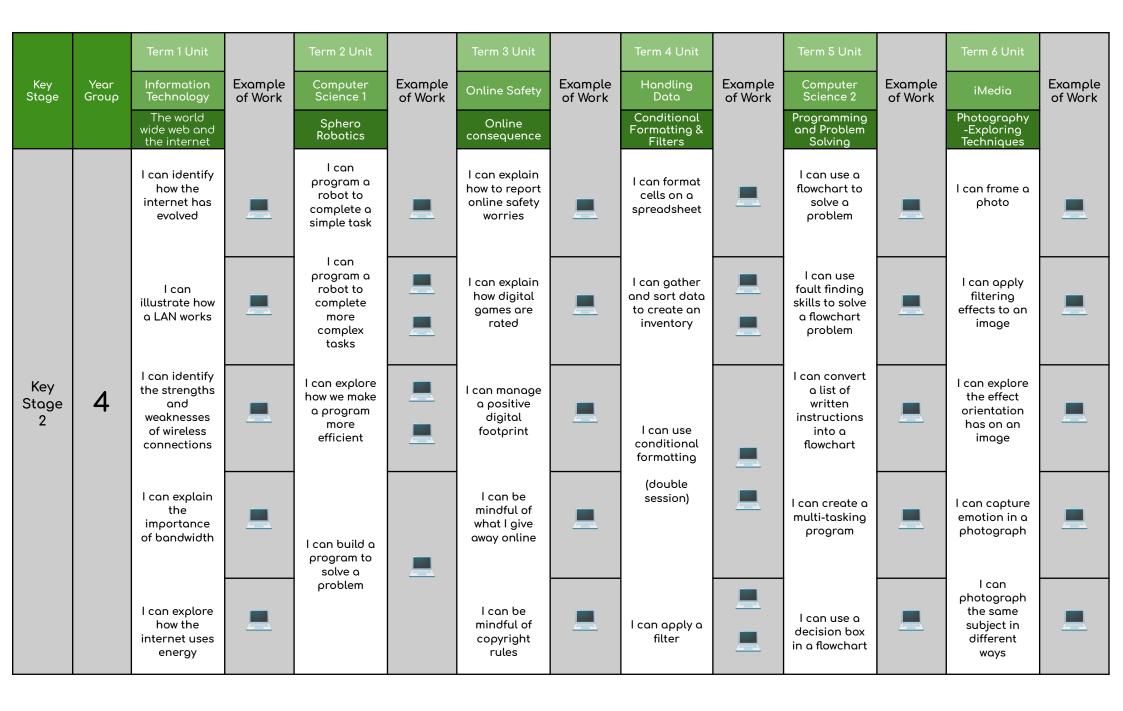
KS1 - KS2

		Term 1 Unit		Term 2 Unit		Term 3 Unit		Term 4 Unit		Term 5 Unit		Term 6 Unit	
Key Stage	Year Group	Information Technology	Example of Work	Computer Science 1	Example of Work	Electronic Safety	Example of Work	Handling Data	Example of Work	Computer Science 2	Example of Work	iMedia	Example of Work
		Introduction to digital technology		Mouse Robotics		Using Devices Safely		Sorting and Saving		Organising algorithms		Using an Art Program	
		l can identify parts of a computer (taught in class)		l can take instructions like a robot	_	l can talk about online friendship (taught in class)	no recorded evidence	l can sort objects into groups	_	l can create a simple algorithm		l can use unfamiliar software	_
eyfs	Rec	l can use a computer keyboard (taught in class)	no recorded evidence	l can give a robot an instruction		I can talk about how true online information is (taught in class)	no recorded evidence	l can separate and sort objects into different groups		l can create a more complex algorithm	<u>_</u>	l can use a wide range of digital colours	
		l can use a computer mouse (taught in suite)	-	l can give a robot a sequence of instructions		I can talk about searching carefully online (tought in class)	no recorded evidence		-	l can crack a code off-screen	-	l can use a wide range of digital paint tools	-
		l can recognise different digital devices (taught in class)	no recorded evidence	l can create and follow a set of instructions		l can talk about online games (taught in class)	no recorded evidence	l can sort & save information using a chart and a computer		l can crack a code on-screen	-	l can find inspiration to become creative	_
				l can set a robot a challenge		l can get help with a problem on a digital device (taught in class)	_	l can use a computer to organise and compare information		l can create a code to complete a task		l can be an independent digital artist	





Key Stage	Year Group	Term 1 Unit Information Technology	Example of Work	Term 2 Unit Computer Science 1	Example of Work	Term 3 Unit Electronic Safety	Example of Work	Term 4 Unit Handling Data	Example of Work	Term 5 Unit Computer Science 2	Example of Work	Term 6 Unit iMedia	Example of Work
	oreap	The world wide web and the internet		Sphero Robotics		Helping Me & Helping Others		Using Formulas	of Work	Combining Programs		Photography - emulating a style	ST WORK
Key Stage 2	3	l can explain what the World Wide Web is	-	l can decide what makes a robot	-	l can explain how to report online safety worries	-	l can analyse data		l can gather resources needed to make a digital story		l can identify the style of a specific artist	_
		l can explore how web search results are selected and ranked	_	l can control an unfamiliar robot		l can find ways on how to deal with online strangers		l can find and name specific cells on a spreadsheet		l can animate a digital character		l can capture digital images in the style of a specific artist	
		l can explore the history of search engines	_	l can control a robot using a variable		l can explain why digital games have age ratings		l can use a simple formula		l can program two scratch sprites to interact together		l can consider composition to improve a photograph	
		l can explain how the internet works	-	l can program more than one variable		l can help someone that may need online safety advice	-	l can use more than one formula	L can use our knowledge of Scratch to create a digital story	_	l can explore explore the use of patterns in photography		
		I can explore how data travels across the internet		l can program a robot to perform a specific task		I can recognise the difference between bullying and cyberbullying		l can use a formula to find specific information	_	(double session)		l can present work that showcases new learning and skills	



		Term 1 Unit		Term 2 Unit		Term 3 Unit		Term 4 Unit		Term 5 Unit		Term 6 Unit	
Key Stage	Year Group	Information Technology	Example of Work	Computer Science 1	Example of Work	Electronic Safety	Example of Work	STEM	Example of Work	Computer Science 2	Example of Work	iMedia	Example of Work
		Hardware		Ohbot Robotics		Social Media & Me		Introduction to CAD		Programming and Problem Solving		Film -Exploring Techniques	
		l can explore how computers have evolved	_	l can identify the basic components of a robot	_	l can explain how to report online safety worries		l can use 3 axis to create a digital object		l can recall how to use a decision in a program	-	l can take establishing shots for a video	-
		l can identify the main components in a computer	<u>_</u>	l can instruct a robot to appear autonomous		l can think about how social media might affect us	<u>_</u>	l can use certain CAD tools for a specific job		l can organise a complex task into a flowchart		l can control camera movement	
Key Stage 2	5	l can compare and contrast different computers		l can use selection in a program		l can recognise the dangers of online chat		l can design a CAD home using some real world building requirements		l can use variables in a flowchart		l can consider depth and foreground	
		l can locate key components in a computer		l can understand how variables affect a program		l can analyse how posting and commenting can affect your reputation	-	l can design a CAD home using some real world materials	-	l can combine variables and decisions in a flowchart	-	l can use meaningful transitions	_
		l can identify how hardware affects software	_	l can program a humanoid robot with human traits		l can identify strategies for spotting fake information online	<u> </u>	l can use exact measurement in a CAD program			_	l can showcase a range of filming techniques	<u> </u>

