	Knowledge	Skill
EYFS	Technology ⭐ Recognising that a range of technology is used in places such as homes and schools. ⭐ Selecting and using technology for particular purposes	Technology ⭐ Interacting and exploring environment using a range of multimedia equipment including digital cameras, video cameras, microscopes, etc ⭐ Exploring ways of listening to sounds using simple programs and devices ⭐ Using shortcuts such as an icon on the desktop to navigate to a specific website ⭐ Exploring a teacher-selected website to find a desired page, using navigation buttons ⭐ Being aware that digital devices can be used to show external changes
Year 1 **Year 2**	E-safety ⭐ Recognising acceptable/unacceptable behaviour ⭐ Identifying a range of ways to report concerns about content and contact Digital literacy and ICT ⭐ Using technology purposefully to create, organise, store, manipulate and retrieve digital content Computer science ⭐ Understanding what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ⭐ Using logical reasoning to predict the behaviour of simple programs	E-safety ⭐ Using technology safely, respectfully and responsibly Digital literacy and ICT ⭐ Using technology purposefully to create, organise, store, manipulate and retrieve digital content Computer science ⭐ Creating and debugging simple programs
Year 3 **Year 4**	E-safety and core skills ⭐ Recognising acceptable/unacceptable behaviour ⭐ Identifying a range of ways to report concerns about content and contact ⭐ Individual programming lessons ⭐ Using sequence, selection, and repetition in programs ⭐ Using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Digital Literacy and ICT ⭐ Understanding computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	E-safety and core skills ⭐ Using technology safely, respectfully and responsibly ⭐ Designing, writing and debugging programs that accomplish specific goals, including controlling or simulating physical systems; solving problems by decomposing them into smaller parts ⭐ Working with variables and various forms of input and output Digital Literacy and ICT ⭐ Selecting, using and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information ⭐ Using search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

	Knowledge	Skill
Year 3 **Year 4**	<u>Computer science</u> ⭐ Using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	<u>Computer science</u> ⭐ Designing, writing and debugging programs that accomplish specific goals, including controlling or simulating physical systems ⭐ Solving problems by decomposing them into smaller parts ⭐ Using sequence, selection, and repetition in programs ⭐ Working with variables and various forms of input and output
Year 5 **Year 6**	<u>E-safety</u> ⭐ Recognising acceptable/unacceptable behaviour ⭐ Identifying a range of ways to report concerns about content and contact <u>Computer science</u> ⭐ Designing, writing and debugging programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ⭐ Using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs <u>Digital literacy and ICT</u> ⭐ Understanding computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	<u>E-safety</u> ⭐ Using technology safely, respectfully and responsibly <u>Computer science</u> ⭐ Designing, writing and debugging programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ⭐ Using sequence, selection, and repetition in programs ⭐ Working with variables and various forms of input and output <u>Digital literacy and ICT</u> ⭐ Selecting, using and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information ⭐ Using search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content