	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1 Computing systems and networks	Technology around us	IT around us	Connecting computers	The Internet	Systems and searching	Communication and collaboration
	Health, well-being and lifestyle Copyright and ownership	Health, well-being, and lifestyle		Managing online information	Self-image and identity	
Autumn 2 Creating media	Digital painting	Digital photography	Stop-frame animation	Audio production	Video production	Web page creation
		Managing online information	Managing online information Copyright and ownership	Copyright and ownership		Online relationships Copyright and ownership
Spring 1 Programming A	Moving a robot	Robot algorithms	Sequencing sounds	Repetition in shapes	Selection in physical computing	Variables in games
Spring 2 Data and information	Grouping data	Pictograms	Branching databases	Data logging	Flat-file databases	Spreadsheets

	Copyright and ownership	Self-image and identity Health, wellbeing and lifestyle Privacy and security				Managing information online
Summer 1 Creating media	Digital writing	Digital music	Desktop publishing	Photo editing	Introduction to vector graphics	3D Modelling
	Privacy and security	Copyright and ownership	Managing online information Copyright and ownership	Self-image and identity		Privacy and Security
Summer 2 Programming B	Programming animations	Programming quizzes	Events and actions in programs	Repetition in games	Selection in quizzes	Sensing movement

Year 1	
Technology around us	
Health, well-being and lifestyle	● I can identify rules that help keep us safe and healthy in and beyond the home when using technology ● I can give some simple examples
Copyright and ownership	● I know that the work I create belongs to me ● I can name my work so that others know it belongs to me
Digital painting	
Moving a robot	
Grouping data	
Copyright and ownership	● I know that work I create belongs to me ● I can name my work so that others know it belongs to me
Digital writing	

Privacy and security	● I can give reasons why I should only share information with people I choose to and can trust.
Programming animations	

Year 2	
IT around us	
Health, well-being, and lifestyle	● I can identify rules that help keep us safe and healthy in and beyond the home when using technology ● I can give some simple examples
Digital photography	
Managing online information	• To identify that some images are not real (fake) • I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things that are 'true' or 'real' • I can explain why some information I find online may not be real or true.
Robot algorithms	
Pictograms	

Self image and identity	● I can recognise that I can say 'no'/'please stop'/'I'll tell'/'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset ● I can explain how this could be either in real life or online ● If something happens that makes me feel sad, worried, uncomfortable, or frightened I can give examples of when and how to speak to an adult I can trust
Health, wellbeing and lifestyle	● I can identify rules that help keep us safe and healthy in and beyond the home when using technology ● I can give some simple examples
Privacy and security	● I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location) ● I can describe the people I can trust and can share this with; I can explain why I can trust them ● I can recognise more detailed examples of information that is personal to me (e.g. where I live, my family's names, where I go to school)
Digital music	
Copyright and ownership	● I know that work I create belongs to me.
Programming quizzes	

Year 3	
Connecting computers	
Stop-frame animation	

Managing online information	● I can use key phrases in search engines. ● I can use search technologies effectively.
Copyright and ownership	● I can explain why copying someone else's work from the internet without permission can cause problems. ● I can give examples of what those problems might be. ● When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it. ● I can give some simple examples. ● I can give examples of content that is permitted to be reused. ● I can demonstrate the use of search tools to find and access online content which can be reused by others.
Sequencing sounds	
Branching databases	
Desktop publishing	
Managing online information	● I can use key phrases in search engines ● I can use search technologies effectively
Copyright and ownership	● When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it ● I can demonstrate the use of search tools to find and access online content which can be reused by others
Events and actions in programs	

Year 4

The Internet	
Managing online information	● I can analyse information to make a judgement about probable accuracy, and I understand why it is important to make my own decisions regarding content and that my decisions are respected by others. ● I can explain what is meant by fake news, e.g. why some people will create stories or alter photographs and put them online to pretend something is true when it isn't. ● I can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content creators, or influencers). ● I can describe how fake news may affect someone's emotions and behaviour, and explain why this may be harmful.
Audio production	
Copyright and ownership	● I can explain why copying someone else's work from the internet without permission can cause problems ● I can give examples of what those problems might be ● When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it ● I can give some simple examples
Repetition in shapes	
Data logging	
Photo editing	
Self-image and identity	● I can describe ways in which people might make themselves look different online
Repetition in games	

Year 5	
Systems and searching	
Self-image and identity	• I am aware that a person's online activity, history or profile (their 'digital personality') will affect the type of information returned to them in a search or on a social media feed, and how this may be intended to influence their beliefs, actions and choices. • I can explain how search engine rankings are returned and can explain how they can be influenced (e.g. commerce, sponsored results)
Video production	
Selection in physical computing	
Flat-file databases	
Introduction to vector graphics	
Selection in quizzes	

Year 6

Communication and collaboration	
Self-image and identity	• I can describe and assess the benefits and the potential risks of sharing information online.
Copyright and ownership	• I can assess and justify when it is acceptable to use the work of others. • I can give examples of content that is permitted to be reused.

Web page creation	
Online relationships	• I can use the internet with adult support to communicate with people I know.
Copyright and ownership	• I can explain why copying someone else's work from the internet without permission can cause problems. • I can give examples of what those problems might be. • When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it. • I can give some simple examples. • I can assess and justify when it is acceptable to use the work of others. • I can give examples of content that is permitted to be reused. • I can demonstrate the use of search tools to find and access online content which can be reused by others. • I can demonstrate how to make references to and acknowledge sources I have used from the internet.

Variables in games	

Spreadsheets	
Managing information online	• I can describe how I can search for information within a wide group of technologies (e.g. social media, image sites, video sites) • I can use different search technologies • I can evaluate digital content and can explain how I make choices from search results
3D Modelling	
Privacy and Security	• I can describe strategies for keeping my personal information private, depending on context
Sensing movement	