

	Foundation Stage	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Technology in our lives	To know that technology can be found at home and in school.	To know that technology helps us at home and with our learning when used responsibly	To know that technology is used in the school and world to often make things easier To know that a search engine is used to find information about a topic	To know that digital devices have inputs, processes and outputs	To know that the internet is a network of networks	To know that a search engine is a software system designed to carry out web searches To know that a reliable website consists of a recent date, reliable links and a good tone. To know that anything posted online can be seen, used and may affect others	To know that data can be transferred and shared online To know that copyright gives the owner of their work the right to decide what other people can do with it
Multimedia	To know that pressing a key on a keyboard makes a letter or a number appear.	To know that animation is used to make pictures appear to move To know that a website is on the internet and gives you information To know that appropriate tools in a program can create art e.g. clipart To know that computers create and format text	To know that a computer is a tool to make a musical composition To know that digital photographs can be captured and changed for different purposes	To know that a stop-frame film is a film created with still images where frames are shot at a slow rate to produce a story To know that text, images and page layouts can be modified for a specific purpose	To know that you can capture and edit audio and sound files To know that these files can be changed (manipulated) for a required purpose	To know that video can be captured and edited To know that layers can be used in a drawing program to create images	To know that a non-linear presentation is of no order or structure To know that 3-D computer models can help model physical objects
Programming	To know that in technology buttons do different things	To know that a Beebot is a programmable toy To know that 'debug' means to find and undo an error To know that programmable animations can be used to make pictures move	To know that the order in which things need to be done for something to happen is called an algorithm To know that scratch is a coding programme	To know that algorithms are sets of instructions that are used to perform a task To know that sequences in block-based programming can be used to make music	To know that an algorithm helps sequence more complex programs to make music To know that loops can be used in programming alongside count controlled blocks	To know that conditions within a program can be explored using a microcontroller To know that selection can be used in programming to help design a code	To know that algorithms contain steps that can include variables To know that variables are used when designing and coding a game To know that inputs can be captured through a physical device
Handling Data	To know technology shows information such as text, pictures and videos.	To know that a pictograph is a graph that uses pictures or photographs To know that objects can be grouped and sorted using their properties	To know that different charts and graphs can be used to organise and present data	To know that some data is organised in spreadsheets and databases To know that branching databases are used to group objects using yes/no questions	To know that data is a collection of facts and information To know that data loggers can collect data over time and be used to carry out an investigation	To know that a database can create charts to answer questions	To know that spreadsheets are used to organise and collect data, and to answer questions

