## Essential Knowledge

Computing								
<b>Key Concepts</b>	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Programming	Create a map  Following a map, left and right, Introduction to Beebots, giving instructions	Understand an algorithm is a set of instructions to achieve a specific purpose.  Understand that we control computers by giving them instructions.  Know a series of commands can be joined together.  Understand that the order of instructions in an algorithm is important.  Understand that we control computers by giving them	Know that a sequence of commands has an outcome.  Understand that computers have no intelligence and we have to program them to do things.  Understand that instructions in an algorithm need to be in order, clear and unambiguous.	Know block language.  Know how to debug a sequence.  Know that different sequences can achieve the same outcome.	Know how to identify patterns (repetition) in a sequence.  Know how to Identify a loop in a program.  Know the importance in instruction order in a loop.	Know a loop can stop when a condition is met (number of times or event.)  Know that a that program flow can branch according to a condition.	Know that a variable has a name and a value.	
		instructions.						
Digital Research				Understand that search engines select pages according to keywords found in the content.	Understand that search engines rank pages according to relevance.	Understand that search engines use a cached copy of the crawled web to select and rank results.	Understand that search engines rank pages based on the number and quality of inbound links.	

Creating Media	Using classroom based equipment IWB, laptop, listening to stories and music on CD player	Know how to use a key board.  Know why tools were chosen and used to edit a drawing.	Know how to type capital letters.  Know that font can be changed .  Know that images can be uploaded and edited.  Begin to justify why tools were chosen and used.	Consider how different layouts can suit different purposes.  Recognise a document can be formatted with placeholders.  Understand animation is a sequence of drawings or photographs.  Relate animated movement with a sequence of images.	Recognise images can be changed for different purposes.  Consider the impact of changes made on the quality of the image.  Recognise recorded audio is stored as a file.  Consider the results of editing choices made.	Recognise an image is comprised of separate objects.  Recognise that objects can be modified in groups.  Recognise a video can be improved through editing.  Consider the impact of changes made on the quality of the video.	Recognise components of a webpage layout.  Understand the need for a navigation path.
Data		Know that objects can be counted.  Understand that objects can be describes in different ways.	Know that objects can be counted and compared using tally charts.	Identify object attributes needed to collect relevant data.  Know that data can be used to answer questions.	Recognise that a sensor can be used as an input device for data collection.	Know what a database is.  Know which tools to select and analyse data to answer questions.  Select an appropriate graph to visually compare data.	Identify questions that can be answered using data.  Recognise data can be calculated using different operations.  Know the most suitable ways to presents data.

	Children recognise	Be able to identify	Know some	Explain how a	Know how	Know that computers	
	that technology is	technology at home	onformation	computer network	networks physically	can be connected	
	used for particular	and in school.	technology in the	can be used to	connect to other	together to form	
	purposes.		home.	share information.	networks.	systems.	
		Identify a computer					
		and it's main parts.	Know how	Explain how digital	Recognise how	Recognise the role of	
			information	devices function.	networked devices	computer systems in	
Computer		Know what a mouse	technology benefits		make up the	our lives.	
systems and		does.	us.	Identify input and	internet.		
networks				output devices.		Recognise how	
			Knows the uses and		Recognise how the	information is	
			features of		content of the	transferred over the	
			information		WWW is created	internet.	
			technology.		and shared by	comec.	
			ccciniology:		people.	Explain how sharing	
					реорісі	information online	
					Know the current	lets people in	
					limitations of World	different places work	
					Wide Web media.	together.	
	To know who to ask	To know what the	To know how to keep	To understand the	To describe how to	To understand how	To describe issues
	for help.	internet is and how we	things private online.	effects that some	search for	apps can access our	online that give us
	Tot Holp.	can use this safetly.	amigo privato orimio.	internet use can have	information within a	personal information	negative feelings and
			To know who to ask	on our feelings and	wide group of	and how to alter the	know ways to get help.
		To understand we need	before sharing	emotional wellbeing.	technologies and	permissions.	
Safety		to be careful about what	information.		make a judgement		To think about the
,		we share.	<u> </u>	To understand the	about the probable	To be aware of the	impact and
			To learn some	ways personal	accuracy.	positive and negative	consequences of
			stratagies to decide of something is real or	information can be shared on the	To explain that	aspects of online communication.	sharing online.
			not.	internet.	technology can be	Communication.	To be able to describe
			1101.	interriot.	designed to act like	To discover ways to	how to capture bullying
				To understand the	or impersonate living	overcome bullying.	content as evidence.
				rules for social media	things.	, ,	
				platforms.			To manage personal
							passwords effectively.