Year 6 Age Related Expectations

Digital Citizenship

To be able to...

- understand how to respond safely and report online threats such as: *virus, phishing and inappropriate behaviour.*

- identify the benefits and risks of online friendships and how to respond to different situations.

- evaluate media content for authenticity, bias and copyright.

Multimedia

- collaborate, create and publish digital content using a range of apps and media.

- capture, edit and apply effects to audio and video and present them for a purpose and audience.

- design, create and evaluate 3D models to meet a specification.

Computational Thinking

- independently use logical thinking to deconstruct problems and debug algorithms.

- design complex programs to accomplish set goals using block and text-based algorithms.

- understand data from sensors and use this to write programs which solve problems.

Software applications available: Scratch 3.0, Microsoft Make Code Arcade, Code Combat, Code.org, Micro:bit, Makey Makey, Lego Mindstorms, Swift Playgrounds, Sphero, Keynote, iMovie, Garage Band, Canva, Google Sheets, Google Sites

CRESCAT SCIENTIA

Year 5 Age Related Expectations

Digital Citizenship

To be able to...

- acknowledge online sources and understand basic copyright laws.

- protect personal information and adjust privacy settings to reduce different online risks.

- understand the impact and consequences of online behaviour including cyberbullying.

Multimedia

- collaboratively create and present content using a range of apps.

- manipulate and combine 3D shapes to create models.

- capture, edit and apply effects to create a video for a purpose and audience.

Computational Thinking

- independently debug a sequence of code and write programs to accomplish a goal.

- design programs using conditional statements: If, Then, Else.

- use various input devices, such as sensors, and know how to apply them in a program.

Software applications available: Scratch 3.0, Lego Mindstorms, TinkerCAD, iMovie, Keynote, Canva, Google Apps for Education, Micro:bit, Microsoft Make Code Arcade, Mine, App Design

Year 4 Age Related Expectations

Digital Citizenship

To be able to...

- understand how their online behaviour affects their digital footprint.

- identify the difference between responsible and irresponsible online behaviour.

- identify the credibility of online content.

Multimedia

- capture, trim and arrange video clips to create a film for a purpose and audience.

- edit audio duration, volume and effects.

- create digital content by combining different media and apps.

Computational Thinking

- use logical thinking to predict the outcome and solve problems.

- design a program combining loops and variables.

- control hardware using a range of input and output devices.

Software applications available: Scratch 3.0, Dash Robotics, iMovie, Keynote, Garage Band, Canva, Google Apps for Education, Code.org, Minecraft

Year 3 Age Related Expectations

Digital Citizenship

To be able to...

- use technology safely to collaborate and communicate with others.

- know how to keep personal information secure when online.

- know how to seek help from a trusted adult when online.

Multimedia

- present and edit images and text using a range of apps.

- design, capture images and sound to create animations.

- record and edit a short video clip.

Computational Thinking

- create a sequence of code to accomplish a set goal.

- use loops and if statements in a program.

- test a program and know when it needs to be debugged.

Year 2 Age Related Expectations

Digital Citizenship

To be able to…

- know when to speak to an adult when something online upsets them.

- identify technology used at home and school and use it safely.

- understand what personal information is shareable online.

Multimedia

- create digital content using a range of simple tools: text, images, videos and sound.

- present information using a variety of apps.

- apply animation techniques to a subject.

Computational Thinking

- describe, create and problem-solve within a simple program.

- create a sequence of code including loops and events.

- design a sprite and a background.

Software applications available: Dot and Dash Robotics, Clips, Scratch Jr, Pic Collage, Book Creator, Keynote, Photobooth, Code Spark

Year 1 Age Related Expectations

Digital Citizenship

To be able to...

- know when to speak to an adult when something online upsets them.

- understand how to balance the use of technology online and offline.

- understand what personal information is shareable online.

Multimedia

- create digital content using a range of simple tools: text, images, videos and sound.

- present information using a variety of apps.

- apply animation techniques to a subject.

Computational Thinking

- describe, create and problem-solve within a simple program.

- create a sequence of instructions using code.

- design a character and a background.

Software applications available: Bee Bots, Scratch Jr, Blue Bot, Osmo, Tangram, Photobooth, Box Island