Year 1 Age Related Expectations

To be able to...

Digital Citizenship

- 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.
- Use stop frame animation techniques.

Computational Thinking

- Create a sequence of commands to program an animation.
- Design and create sprites and backgrounds in a program.
- Control a robot using basic commands.

Year 2 Age Related Expectations

To be able to...

Digital Citizenship

- Understand how to communicate responsibly when online.
- Explain how we interact with different technology (computers, tablets, smart speakers).
- Understand what personal information is shareable online.

Multimedia

- Create digital content using a range of simple tools: text, images, videos and sound.
- Combine and format digital content for clarity and presentation using a variety of apps.
- Apply animation techniques to a subject.

Computational Thinking

- Plan and create a program for robot to solve a problem.
- Create a program including: loops and events.
- Use logical thinking to identify errors in a program.

Year 3 Age Related Expectations

Digital Citizenship

To be able to...

- Demonstrate how to use a personal device responsibly.
- Know how to keep personal information secure when online.
- Describe different types of media that can be produced by generative AI tools.

Multimedia

- Combine image, text and sound to create presentations and stop frame animations.
- Sequence, trim, apply text and add sounds to videos.
- Navigate a 3D workspace to place and combine shapes to make models.

Computational Thinking

- Use, modify and create a program to solve a problem using a hardware.
- Create a program including: loops and conditionals.
- Use logical thinking to debug a program.

Year 4 Age Related Expectations

To be able to...

Digital Citizenship

- Understand how their online behaviour affects their digital footprint.
- Identify the credibility of online content including that of generative AI.
- Understand how generative AI works and recognise that better prompts lead to better results

Multimedia

- Record and edit video clips to create a film for a purpose and audience.
- Record, edit, trim, layer and loop an audio track.
- Use alignment, mirroring and grouping tools to create complex 3D models for precision.

Computational Thinking

- Use logical thinking to predict the outcome and solve problems.
- Create a program including: conditionals and simple variables.
- Control hardware using a range of input and output devices.

Year 5 Age Related Expectations

To be able to...

Digital Citizenship

- Acknowledge online sources and understand basic copyright laws.
- Understand how technology harvests and uses personal data to present online content, and know how to adjust privacy settings.
- Train a machine using data sets and identify the impact of AI.

Multimedia

- Use the design thinking process to plan and develop an interactive app prototype.
- Design complex 3D objects using holes, alignments, and apply duplication.
- Explore physics using virtual environments to simulate real-world behaviours (e.g. gravity, collisions).

Computational Thinking

- Debug a sequence of code and write programs to accomplish a goal.
- Create a program including: conditionals, operators & functions.
- Use various input devices, such as sensors, and know how to apply them in a program.

Year 6 Age Related Expectations

Digital Citizenship

To be able to...

- Understand how to respond safely to threats such as: *miss information, content credibility, privacy invasion and their digital identity*.
- Explain why AI applications are tools that need you need to use responsibly.
- Understand how bias and discrimination can infiltrate into the technology we are using.

Multimedia

- Capture, edit and manipulate audio and video to create digital content for an audience.
- Develop a multi-level interactive VR game or simulation with simple block code.
- Design precise functional 3D models using a range of tools such as holes and extrusions.
- Design and assemble a laser-cut model including engraving.

Computational Thinking

- Predict, run, investigate, modify and make a program and a range of platforms.
- Create a range of programs using block, text or hybrid coding languages.
- Understand how data from input sensors is used in a program to determine how the hardware responds.