Knowledge Progression

Key Areas		EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Information and communication technology	**Word Processing**	Know that a computer or iPad can represent meaning through mark making.	Know that additional keys, such as the space bar and delete button, should be used, so that digital marks are written as text.	Know that to accurately represent the correct structures of written text, buttons must be used in a correct order or a correct number of times (using Caps Lock and Shift to create capital letters and that the space bar should only be pressed once between each word).	Know that digital can be edited and manipulated – through the use of fonts or word art - to make them more eye - catching for one's target audience.	Know how edited text can be combined with images or other objects for a specific purpose and know that one's audience should be considered when doing this.	Know how hyperlinks are used within documents to direct one's audience to further information or additional sources.	Know which program or application should be used for a particular task, considering one's purpose and intended audience.
	Photo/ image	Know that a photo is a picture created using a camera and that other devices or applications	Know that applications can be used to create a digital using tools such as brushes, pens, lines, fill	Know that filters can add affects and change the look of existing digital images	Know that filters or other ways of manipulating digital images (reflects or rotates) can be combined to create art.	Know that manipulating an image's contrast will produce a desired effect and when this might be used.	Know that the editing of images is not always done for artistic purposes and how	Know how to identify photos that have been edited for mainstream or social media.

		can be used to take a photo					this can negatively affect one's perception of what is seen.	
Computer Science (Coding)		Know that a physical resource (e.g. Bee-bot) can be programmed to move.	Know that an algorithm is a set of instructions that can be followed to achieve a goal.	Know that algorithms can also be used on digital devices (e.g. to program a sprite within an app).	Know that algorithms make use of repetition (loops) and that these allow an algorithm to work in the most efficient way possible.	Know that algorithms make use of conditionals – such as IF statements – to alter the way a program runs	Know that commands which achieve a specific task can be grouped together as a function.	Know that variables can be used as a trigger which results in a specific outcome and that these are used within apps or games to provide multiple outcomes for a range of triggers. Know that programs, apps and games have multiple algorithms running at once, which can all result in or produce different outputs.
E-Safety & Digital literacy		Know that rules must be followed when using the internet or devices	Know that if something upsets me when working online or on a device that I should tell a trusted adult.	Know that bullying can happen online and what this may look like. know that you can ask for help if one feels that they are being	Know that there are risks to one's safety and well-being when communicating with others online.	Know that not all information online should be believed or agreed with the information may include: 'facts', 'beliefs', 'opinions' and intentional 'misinformation'	Know professional services that can offer online support (e.g. Childline)	Know that people may be intentionally negative or aggressive online (trolling, roasting/flaming). Know that that this can be done to intentionally upset or provoke for a reaction, or increase the 'traffic' to one's content.

			bullied online.				