

Pupils should be taught to:

### E-Safety

- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns and inappropriate behaviour.

### Programming

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

### Multimedia

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, system and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

### Data Handling

- Select, use and combine a variety of software (including Internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

	<b>Autumn 2014</b>	<b>Spring 2015</b>	<b>Summer 2015</b>
<b>Year 3</b>	Using Technology Safely (introduction) Research a topic (Hist/Geo) Create a comic strip (Lit)	Research a topic (Hist/Geo) World Countries and Cities (Geo)	Videoring performance (Lit) Data Handling (science/maths) Animation (Art)
<b>Year 4</b>	As above but also extend skill base Produce a Wiki/Blog (Lit/Hist/ Geo/ Sci) Programming on a screen	As above but also extend skill base Produce digital music Programming on screen	As above but also extend skill base Manipulate images (Art) Trip Slideshow