

									Outcome	Vocabulary
Year 1 Computer Systems and Networks- Technology around us	1.1	Learning: To identify technology	Learning: To identify a computer and its main parts	Learning: To use a mouse in different ways	Learning: To use a keyboard to type on a computer	Learning: To use the keyboard to edit text	Learning: To create rules for using technology responsibly	Summative Assessment	To recognise technology in school and use it responsibly.	Technology Computer Keyboard
Year 1 Creating Media-Digital Painting	1.2	Learning: To describe what different freehand tools do	Learning: To use the shape tool and the line tool	Learning: To make careful choices when painting a digital picture	Learning: To explain why I chose the tools I used	Learning: To use a computer on my own to paint a picture	Learning: To compare painting a picture on a computer and on paper	Summative Assessment	To choose appropriate tools in a program to create art, and make comparisons with working non-digitally.	Freehand tools
Year 2 Computer Systems and Networks- IT around us	1.1	Learning: To recognise the uses and features of information technology	Learning: To identify the uses of information technology in the school	Learning: To identify information technology beyond school	Learning: To explain how information technology helps us	Learning: To explain how to use information technology safely	Learning: To recognise that choices are made when using information technology	Summative Assessment	To identify IT and how its responsible use improves out world in school and beyond.	IT (Information Technology) Barcode
Year 2 Creating Media-Digital Photography	1.2	Learning: To use a digital device to take a photograph	Learning: To make choices when taking a photograph	Learning: To describe what makes a good photograph	Learning: To decide how photographs can be improved	Learning: To use tools to change an image	Learning: To recognise that photos can be changed	Summative Assessment	To capture and change digital photographs for different purposes	Photographer Landscape/portrait format Camera Flash Filter

Year 3 Computer Systems and Networks-Connecting Computers	1.1	Learning: To explain how digital devices function	Learning: To identify input and output devices	Learning: To recognise how digital devices can change the way that we work	Learning: To explain how a computer network can be used to share information	Learning: To explore how digital devices can be connected	Learning: To recognise the physical components of a network	Summative Assessment	To identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Digital Device Input Process Output
Year 3 Creating Media-Animation	1.2	Learning: To explain that animation is a sequence of drawings or photographs	Learning: To relate animated movement with a sequence of images	Learning: To plan an animation	Learning: To identify the need to work consistently and carefully	Learning: To review and improve an animation	Learning: To evaluate the impact of adding other media to an animation	Summative Assessment	To capture and edit digital still mages to produce a stop-frame animation that tells a story.	Animation Frame Onion Skinning
Year 4 Computing Systems and Networks- The Internet	1.1	Learning: To describe how networks physically connect to other networks	Learning: To recognise how networked devices make up the internet	Learning: To outline how websites can be shared via the World Wide Web (WWW)	Learning: To describe how content can be added and accessed on the World Wide Web (WWW)	Learning: To recognise how the content of the WWW is created by people	Learning: To evaluate the consequences of unreliable content	Summative Assessment	To recognise the internet as a network of networks including the WWW, and why we should evaluate online content	Internet Router World Wide Web Web browser

Year 4 Creating Media- Audio Editing	1.2	Learning: To identify that sound can be recorded	Learning: To explain that audio recordings can be edited	Learning: To recognise that different parts of creating a podcast project	Learning: To apply audio editing skills independently	Learning: To combine audio to enhance my podcast project	Learning: To evaluate the effective use of audio	Summative Assessment	To capture and edit audio to produce a podcast, ensuring that copyright is considered.	Audio Layered sound Export
Year 5 Computer Systems and Networks- Sharing Information	1.1	Learning: To explain that computers can be connected together to form systems	Learning: To recognise the role of computer systems in our lives	Learning: To identify how to use a search engine	Learning: To describe how search engines select results	Learning: To explain how search results are ranked	Learning: To recognise why the order of results is important, and to whom	Summative Assessment	To recognise IT systems around us and how they allow us to search the internet.	Computer System SEO (Search Engine Optimisation)
Year 5- Creating Media- Vector Drawing	1.2	Learning: To identify that drawing tools can be used to produce different outcomes	Learning: To create a vector drawing by combining shapes	Learning: To use tools to achieve a desired effect	Learning: To recognise that vector drawings consist of layers	Leaning: To group objects to make them easier to work with	Learning: To apply what I have learned about vector drawings	Summative Assessment	To create images in a drawing program by using layers and groups of objects.	Vector drawing Objects Copy Zoom tool
Year 6 Computer Systems and Networks- Communication	1.1	Learning: To explain the importance of internet addresses	Learning: To recognise how data is transferred across the internet	Learning: To explain how sharing information online can help people to work together	Learning: To evaluate different ways of working together online	Learning: To recognise how we communicate using technology	Learning: To evaluate different methods of online communication	Summative Assessment	To identify and explore how data is transferred and information is shared online.	Protocols Internet Protocol (IP) addresses Domain Name Server Data Packets

Year 6 Creating Media- 3D Modelling	1.2	Learning: To recognise that you can work in three dimensions on a computer	Learning: To identify that digital 3D objects can be modified	Learning: To recognise that objects can be combined in a 3D model	Learning: To create a 3D model for a given purpose	Learning: To plan my own 3D model	To create my own digital 3D model	Summative Assessment	To plan, develop and evaluate 3D computer models of physical objects.	3D- Three-dimensions Work plane Modify Placeholders
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