

ICT On track with skills at the End Year 1

<p>Exchanging and Sharing Information – Digital Imagery</p>	<ul style="list-style-type: none"> • Use a paint package to create a simple picture to communicate their ideas. • Use and explore line, shape and colour with a variety of tools • Use a digital camera, iPad, or camcorder to take a picture or record their work • Begin to edit images in graphics packages or when using images captured from iPads, cameras.
<p>Exchanging and Sharing Information –Sound and Music</p>	<ul style="list-style-type: none"> • Know that sounds can be recorded on the computer, iPads, and recordable devices. • Understand that devices have volume, stop, record and playback functions. • Explore electronic music and sound devices
<p>Exchanging and Sharing Information –Text Processing and Multimedia</p>	<ul style="list-style-type: none"> • Can locate letters and numbers. • Use the backspace key to delete. • Use the shift key for capital letters. • Use the return and space bar keys. • Add full stops using correct key. • Recognise that changes can be made to documents, to add new ideas or delete unwanted ideas. • Begin to explain reasons why choices have been made
<p>Exchanging and Sharing Information –Electronic Communication</p>	<ul style="list-style-type: none"> • Understand the different ways that messages can be sent. E.g. email, text, letter, phone. • Understand that communications can be in pictures, sound and text. • Understand that some internet information may not be true. • Know that some information is personal and should not be shared when communicating online. • Know that it is important to respect others when communicating online. • Know what to do if they view content that they think is inappropriate
<p>Developing Ideas and Making Things Happen – Modelling and Simulations.</p>	<ul style="list-style-type: none"> • Give clear instructions to make objects move in different directions • Understand that algorithms are a sequence of step by step instructions
<p>Developing Ideas and Making Things Happen – Logo and Control and Data Logging</p>	<ul style="list-style-type: none"> • Follow given instructions to navigate programmable toys, including around a course. • Input simple individual instructions to navigate, including around a course. • Be aware that digital devices can be used to show external changes • Know devices in the home that are controlled by commands

ICT – on track with skills at the end of Year 2	
Exchanging and Sharing Information – Electronic Communication	<ul style="list-style-type: none"> • Know that information is personal and should not be shared. • Know it is important to respect others when communicating on line. • Know to keep personal information private when communicating online. • Contribute ideas to a class email and identify the email address. • Use tools to create their own message and send a short email from a class account.
Exchanging and Sharing Information – Digital Imagery	<ul style="list-style-type: none"> • Use tools in graphics packages recognising they have different purposes. • Use shape, line, symmetry, rotational, tiling and colour to communicate a specific idea. • Use an animation program to create as sequence of still images to form a short animation. • Select images to delete, edit and change.
Exchanging and Sharing Information – Text processing and Multimedia	<ul style="list-style-type: none"> • Use space bar, return, shift key for capitals, backspace • Know how to use the shift key, add ! and ? • Word process a short text locating letter keys. • Know how to highlight text/image to delete or change this • Enhance text with images, video and sound. • Recognise and evaluate how editing can improve a document
Finding things out – Research (internet/cd roms)	<ul style="list-style-type: none"> • Use appropriate icons, menus and hyperlinks to navigate websites. • Enter text into a search engine to find a given website • Locate specific sites by typing in a website address into the URL bar
Finding things out – Data Handling	<ul style="list-style-type: none"> • Use a branching database program to sort and identify items • Use simple graphing programs to create simple graphs. • Use graphing programs to create and answer questions or draw conclusions. • Understand the importance of inputting data correctly.
Developing ideas and making things happen – Logo and Control	<ul style="list-style-type: none"> • Make predictions when controlling devices; estimating distance and turns. • Improve predicted instructions based on experiences. • Be aware that digital devices e.g thermometers, bar codes and QR codes can be used to retrieve and store data/info
Developing ideas and making things happen – Modelling and Simulations	<ul style="list-style-type: none"> • Understand that algorithms are a sequence of step by step instructions and that a computer algorithm is a sequence of instructions used to tell the computer or a digital device what to do or to control games, apps or web pages • Combine a sequence of different sorts of input, using on screen and keyboard. • Recognise that objects can be commanded to control other objects. • Begin to recognise how to debug.

(Emerging skills are evident: where on track with skills are not yet achieved.)

