

### ICT meeting the Standards End Year 1

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

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