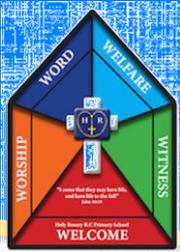


KSI Computing

Computing			
	Information Technology	Digital Literacy	Computer Science
Year 1	<p>Digital Research</p> <ul style="list-style-type: none"> ▪ Begin to understand that some websites are more useful than others when searching for specific topics. ▪ Understand and discuss how information can be obtained and used to answer specific questions. <p>Create, Manage and Manipulate Digital Content</p> <ul style="list-style-type: none"> ▪ Know that text can be different colours, sizes and styles and that these can easily be changed. ▪ Know that technology can be used to communicate ideas in different ways, e.g. text, images, tables and sound. ▪ Understand there are a variety of tools in graphics packages, each fulfilling a different purpose. ▪ Understand the differences between a graphics package and paper based art activities. <p>Data Handling</p> <ul style="list-style-type: none"> ▪ Understand that IT can be used to sort items and information. <p>Text and Images</p> <ul style="list-style-type: none"> ▪ Know that there are various ways of capturing still and moving images. ▪ Understand the need to frame an image or scene and keep the camera still.. 	<p>E-Safety</p> <ul style="list-style-type: none"> ▪ Understand that they need to follow certain rules to remain safe online. ▪ Know that many websites ask for information that is private and discuss how to responsibly handle such requests. ▪ Begin to develop knowledge of how to behave online and how to recognise online bullying. <p>Electronic Communications</p> <ul style="list-style-type: none"> ▪ Understand that messages can quickly be sent electronically, via a range of devices, over distances and that people can reply to them. 	<p>Simulations</p> <ul style="list-style-type: none"> ▪ Understand that computer simulations can represent real and virtual environments. ▪ Discuss use of simulations and compare with reality. <p>Programming</p> <ul style="list-style-type: none"> ▪ Understand that algorithms are a series of steps or instructions to achieve a specific goal. ▪ Understand that devices respond to commands. ▪ Understand the meaning of the term program. ▪ Talk about devices in the home that are controlled by commands.



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	<ul style="list-style-type: none"> ▪ Know how to take images appropriately and responsibly. 		
<p>Year 2</p>	<p>Sound</p> <ul style="list-style-type: none"> ▪ Explore a range of electronic music and sound devices and software. ▪ Understand that devices have stop, record and playback functions ▪ Be aware that sound can be recorded and stored on the computer as a sound file. <p>Data Handling</p> <ul style="list-style-type: none"> ▪ Understand that IT can be used to create and display charts and graphs. ▪ Understand that IT can be used to add to and change charts and graphs quite easily. ▪ Begin to understand that unless data has been entered accurately it cannot be used to provide correct answers. <p>Create, Manage and Manipulate Digital Content</p> <ul style="list-style-type: none"> ▪ Understand that animation is a sequence of still images. ▪ Know what the term multimedia means ▪ Save and store work in an appropriate are, and be able to retrieve and amend it. ▪ Start to understand that content needs to be changed according to the audience. 	<p>E-Safety</p> <ul style="list-style-type: none"> ▪ Know how to stay safe online and how to avoid sharing personal information and images. ▪ Begin to understand how to communicate appropriately online and what friendship means online. ▪ Develop knowledge of how to behave online and whether to trust everything that they read. ▪ Understand how to respond to cyberbullying. <p>Electronic Communications</p> <ul style="list-style-type: none"> ▪ Understand that messages can quickly be sent electronically, via a range of devices, over distances and that people can reply to them. ▪ Understand that an email has to be sent to a unique email address and the need for accuracy in typing the address. ▪ Understand that electronic messages can be in the form of pictures, sound and/or text. 	<p>Programming</p> <ul style="list-style-type: none"> ▪ Understand that prediction, trial and error are important considerations when creating programs or controlling movement. ▪ Understand that there are different ways to create or produce a sequence of commands, including verbal, recorded, graphical, pressing buttons and on screen methods. ▪ Understand what debugging is and begin to understand that you can develop strategies to help find bugs.