Digital Literacy

KS1
- use technology safely and responsibly; recognise acceptable/unacceptable behaviour; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
- Recognise common uses of information technology beyond school

KS2
- Use technology safely and respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
- Be discerning in evaluating digital content
- Understand the opportunities [networks] offer for communication and collaboration

Information Technology

KS1
- use technology purposefully to create, organise, store, manipulate and retrieve digital content

KS2
- 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, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use search technologies effectively

Computer Science

KS1
- understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions
- use logical reasoning to predict the behaviour of simple programs

KS2
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- appreciate how [search] results are selected and ranked