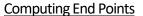
### **Hunslet Moor Primary School**





### By the end of KS1 children will be able to demonstrate their knowledge/skill of;

#### **Digital Literacy**

- Opening, saving and closing a file.
- Understanding the purpose of specific keys on a keyboard such as 'Enter' or 'Shift'
- Simple formatting processes involving text.

### **Computer Science** (Computer Systems and Networks/Programming)

- Identifying technology and its main parts.
- Handling technology safely, turning it on and off.
- Understanding how information technology benefits us and the positive impact in can have on us as individuals.
- Knowing how to create and debug simple programs.
- Knowing what an algorithm is.

# Information Technology (Handling Data/Multimedia)

- Using technology to take and edit photos.
- Using technology to create artwork in the forms of Music and Painting
- Using technology to write, changing font type and size.
- Using technology to collect and group data.

## By the end of KS2 children will be able to demonstrate their knowledge/skill of;

### Digital Literacy

- Choosing an appropriate Graph type to present data
- Using formulae to solve calculations
- Formatting a page to an appropriate layout including inserting ad editing tables
- Formatting text to suit a purpose
- Publishing documents online regularly and discuss audience and purpose.
- Sharing a document in relevant spaces
- Spell checking documents

### **Computer Science** (Computer Systems & Networks/Programming)

- The function of networks including the internet.
- How digital devices can be connected and can explain the role of a switch, server, and wireless access point in a network.
- Identify the benefits and negatives of digital communication.
- Sharing information online and understanding its benefits within further education and the workplace
- Using a variety of tools to create a program.
- Writing complex algorithms with a wide range of commands.
- Using complex algorithms to write programs which can be transferred to physical outputs (Crumbles).
- Analysing and debugging complex algorithms.
- Evaluating digital content.

#### Information Technology (Handling Data/Multimedia)

- Capturing a video using a digital device and improve it through reshooting and editing.
- Creating a vector drawing by combining shapes and using the appropriate tools to achieve a desired effect.
- Creating a web page including inserting hyperlinks.
- Using text, photo and sound editing tools to enhance work.
- Using technology to insert and manipulate shapes to design a 3D model.
- Recognising that not all images are real.
- Combining text, graphics and sound in desktop publishing to suit different purposes.
- Knowing how to use data loggers.
- Collecting and present information in various databases.
- Collecting and organising data and using it to answer questions.
- Using formula to complete calculations to answer questions on the data entered.
- Using a database to ask and answer real-world questions.

## **Curriculum End points for Online Safety**

- Children at HMPS will understand how to recognise and form appropriate online relationships
- •Children at HMPS will be able to recognise, report and challenge online bullying
- Children at HMPS will learn the importance of positive self image and identity in an online community.
- •Children will be able to safely manage online information questioning its reliability, source and purpose.
- •Children understand how to look after their own health and well-being online.
- •Children can ensure their own privacy and security is paramount when engaging in online communities and platforms.
- •Children understand and can articulate the basic principles of Copywrite and Ownership.