	Hardware	Networks and data representation	Computational thinking	Programming
EYFS	Learning about a range of hardware.		Read simple instructions.	Learning an algorithm is a set of instructions.
Year 1	Learning about inputs and outputs and how they work.	Understand what internet is.	Programing and debugging.	Programing and debugging.
Year 2	Understanding what hardware does and how we can make it work.		Using decomposition, abstraction and algorithms.	Using algorithms and loops.
Year 3	Learning how hardware can work together.	Identify key components of a network.	Explore decomposition, abstraction and algorithms.	Use logical thinking to debug issues.
Year 4	Finding out about routers.	Understand that networks share information.	Using decomposition, abstraction and algorithms for a range of purposes.	Coding a game and remixing code.
Year 5	Learning about ROM and RAM.	Use the language of data e.g. binary.	Using decomposition without support and writing more complex algorithms.	Writing and debugging your own code.
Year 6	Designing a computer of the future and understanding QR codes.	Understand that networks provide multiple services.	Using decomposition, abstraction and algorithms even more complex algorithms for a purpose.	Use, remix and evaluate.

	Using software	Using email and the internet	Using data	Wider use of technology
EYFS	Using an online paint tool.	Finding images with the teacher's help.	Sorting and showing a range of data.	
Year 1	Editing images using different software.	Finding and downloading images.	Representing data in a range of ways.	Recognising common ways we use technology.
Year 2	Using word and creating animations.	Understanding information is personal and being respectful online.	Inputting data into a spreadsheet.	Learning how computers are used in the wider world.
Year 3	Using video to tell a story and then edit it.	Learning how to send and receiving an email.	Creating charts and graphs and retrieve information.	Understanding emails, learning about search engines and how social media interacts.
Year 4	Creating your own webpage and work with others online.	Understanding how to find information and that it might not be true.	Designing a weather station to gather data,	Understand that software can be used to work together.
Year 5	Making music, editing videos and creating 3D designs.	Developing searching skills and understanding personal information on apps.	Understand how data is collected.	Understand about different communication in technology.
Year 6	Creating a presentation using word and using editing skills in videos to a greater level.	Understanding how search engines work.	Gathering data in real time and creating formulas to sort data.	Learning about 'big data' and how it can be used.

Information Technology

	E-Safety	**Wellbeing**
EYFS	Learning how to log in/log out.	Learning what to do if you come across something that worries you with an adult.
Year 1	Logging in and out learning top tips for being safe online.	Learning what to do if you come across something that worries you.
Year 2	Learning about personal information.	Learning how to be respectful online.
Year 3	Learning about cyberbullying and about fake information online.	Learning how to be a responsible digital citizen and recognising unkind behaviour.
Year 4	Learning about trustworthy sources of information and advertisements.	Recognising appropriate behaviours when working with others online.
Year 5	Learning about communication and permissions online.	Consider the effects of screen-time on mental and physical health
Year 6	Understanding secure passwords, software updates and collecting evidence of bullying.	Consider your digital footprint and future implications.

Digital Literacy