

# Computing Concept Progression Overview

Focus Area	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Computing systems and networks</b>	<p>PSED –</p> <ul style="list-style-type: none"> <li>Show resilience and perseverance in the face of a challenge.</li> <li>Know and talk about the different factors that support their overall health and wellbeing:</li> <li>- sensible amounts of ‘screen time’.</li> </ul> <p>ELG – PSED – Managing Self:</p> <ul style="list-style-type: none"> <li>Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> <li>Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> </ul>	<p><b>Technology around us</b></p> <p>I know how to explain that technology is something that can help us</p> <p>I know how to identify examples of technology</p> <p>I know examples of technology which help us</p> <p>I know that a computer is an example of technology</p> <p>I know that choices are made when using technology</p> <p>I know that rules are needed when using technology</p> <p>I can choose a piece of technology to do a job</p> <p>I can recognise that some technology can be used in different ways</p> <p>I can identify the main parts of a computer</p> <p>I can use a mouse in different ways</p> <p>I can use a keyboard to type</p> <p>I can use the keyboard to edit text</p> <p>I can show how to use technology safely</p>	<p><b>IT around us</b></p> <p>I know different types of computers used in school</p> <p>I know that a computer is a part of information technology</p> <p>I know the features of information technology</p> <p>I know about uses of information technology</p> <p>I know how rules for using information technology can help us</p> <p>I know how information technology benefits us</p> <p>I know that choices are made when using information technology</p> <p>I can describe some uses of computers</p> <p>I can identify information technology in school</p> <p>I can identify information technology beyond school</p> <p>I can show how to use information technology safely</p>	<p><b>Connecting computers</b></p> <p>I know what an input is</p> <p>I know that a process acts on the inputs</p> <p>I know that an output is produced by the process</p> <p>I know how computer systems can change the way that we work</p> <p>I know how changing the process can affect the output</p> <p>I know that a digital device is made up of several parts</p> <p>I know that computers can be connected to each other</p> <p>I know how devices in a network are connected with one another</p> <p>I know that a network is made up of a number of components</p> <p>I know how information is passed through multiple connections</p> <p>I know the benefits of computer networks</p> <p>I can input and output devices</p> <p>I can explain that a computer system accepts an input and processes it to produce an output</p> <p>I can explain how a computer network can be used to shared information</p> <p>I can explain the role of a switch server, and wireless access point in a network</p> <p>I can explain how networks can be connected to other networks</p>	<p><b>The Internet</b></p> <p>I know how networks connect to other networks</p> <p>I know how information can be shared via the World Wide Web</p> <p>I know that the World Wide Web is part of the internet</p> <p>I know that the global interconnection of networks is the internet</p> <p>I know that the global interconnection of networks is the internet</p> <p>I know the need for security on the internet</p> <p>I know the types of content/media that can be added, created, and shared on the World Wide Web</p> <p>I know how the content of the World Wide Web is created, owned, and shared by people</p> <p>I know that the internet enables us to view the World Wide Web</p> <p>I know that the World Wide Web comprises of websites and web pages</p> <p>I know the current limitations of World Wide Web media</p> <p>I know the reliability of content and the consequences of unreliable content</p> <p>I know the benefits of the World Wide Web</p> <p>I know how to access the World Wide Web</p> <p>I can describe how networks physically connect to other networks</p> <p>I can explain the types of media that can be shared on the World Wide Web</p> <p>I can create media which can be found on websites</p>	<p><b>Systems and sharing</b></p> <p>I know that a system is a set of interconnected parts which work together</p> <p>I know that computers can be connected together to form IT systems</p> <p>I know how a particular IT system has a role in my life</p> <p>I know that search engines are examples of large IT systems</p> <p>I know that search engines create indices, and that they are different for each search engine</p> <p>I know how search results are selected</p> <p>I know that ranking orders search results to make them more useful</p> <p>I know why the order of results is important and to whom</p> <p>I know how search engines make money by selling targeted advertising space</p> <p>I know some of the limitations of search engines</p> <p>I know not to believe everything we see online</p> <p>I can describe the input and output of a search engine</p> <p>I can identify tasks that are managed by computer systems</p> <p>(I can explain the benefits of a given computer system)</p> <p>I can demonstrate that different search terms produce different results</p> <p>I can explain how search engines make money</p> <p>I can describe some of the ways that search results can be influenced</p> <p>I can evaluate the results of search terms</p>	<p><b>Systems and sharing</b></p> <p>I know that computer systems communicate with other devices</p> <p>I know that data can be transferred between IT systems</p> <p>I know that there are human elements of a computer system</p> <p>I know that search engines create indices, and that they are different for each search engine</p> <p>I know the role of web crawlers in creating an index</p> <p>I know that ranking orders search results to make them more useful</p> <p>I know how ranking is determined by rules, and that different search engines use different rules</p> <p>I know why the order of results is important and to whom</p> <p>I know how search engines make money by selling targeted advertising space</p> <p>I know some of the limitations of search engines and somethings can not be searched</p> <p>I know not to believe everything we see online</p> <p>I can describe the input, process, and output of a digital system</p> <p>I can explain that computer systems communicate with other devices</p> <p>I can explain the benefits of a given computer system</p> <p>I can recognise the role of web crawlers in creating an index</p> <p>I can explain that a search engine follows rules to rank results</p>

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					<p>I can explain that website and their content are created by people</p> <p>I can explain that not everything on the World Wide Web is true</p> <p>I can explain why some information I find online may not be honest, accurate, or legal</p> <p>I can explain why I need to think carefully before I share or reshare content</p>		<p>I can evaluate the results of search terms</p> <p>I can explain how search engines make money</p> <p>I can recognise some of the limitations of search engines</p> <p><b>Communication and collaboration</b></p> <p>I know that data is transferred across networks using agreed protocols (methods)</p> <p>I know that connections between computers allow access to shared stored files</p> <p>I know that data is transferred in packets</p> <p>I know that computers connected to the internet allow people in different places to work together</p> <p>I know the opportunities that technology offers for communication and collaboration</p> <p>I know which types of media can be shared through the internet</p> <p>I know that communicating and collaboration using the internet can be public or private</p> <p>I can choose methods of communicating and collaborating using the internet</p> <p>I can choose methods of internet communication and collaboration for given purposes</p> <p>I can evaluate different methods of online communication and collaboration</p> <p>I can decide what you should and should not share online</p>
<p><b>Programming</b></p>	<p>PSED –</p> <ul style="list-style-type: none"> <li>Show resilience and perseverance in the face of a challenge.</li> </ul> <p>ELG – PSED – Managing Self:</p>	<p><b>Moving a robot</b></p> <p>I know words that can be enacted</p> <p>I know what a given command does</p>	<p><b>Robot algorithms</b></p> <p>I know describe that a series of instructions is a sequence</p> <p>I know what happens when we change the order of instructions</p>	<p><b>Sequence in music</b></p> <p>I know that sprites are images I can create and program</p> <p>I know “blocks” in Scratch means instead of writing lines</p>	<p><b>Sequence in music</b></p> <p>I know that a program includes sequences of commands and these can build up complexity depending on the purpose</p>	<p><b>Selection in physical computing</b></p> <p><b>With support:</b></p> <p>I know that a condition can only be true or false</p>	<p><b>Selection in physical computing</b></p> <p><b>Independently:</b></p> <p>I know that a condition can only be true or false</p>

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	<ul style="list-style-type: none"> <li>• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> </ul> <p>PD –</p> <ul style="list-style-type: none"> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> </ul>	<p>I know how to match a command to an outcome</p> <p>I know that a program is a set of commands that a computer can run</p> <p>I know that a series of instructions can be issued before they are enacted</p> <p>I can enact a given word</p> <p>I can predict the outcome of a command on a device</p> <p>I can list which commands can be used on a given device</p> <p>I can run a command on a floor robot</p> <p>I can choose a command for a given purpose</p> <p>I can choose a series of words that can be enacted as a program</p> <p>I can choose a series of commands that can be run as a program</p> <p>I can build a sequence of commands in steps</p> <p>I can combine commands in a program</p> <p>I can run a program on a device</p> <p><b>Introduction to animation</b></p> <p>I know how to enact a given word</p> <p>I know words that can be enacted</p> <p>I know how to predict the outcome of a command on a device</p> <p>I know that commands can be used on a given device</p> <p>I know what a given command does</p> <p>I know how to match a command to an outcome</p> <p>To recognise how to run a command (press a button)</p> <p>To choose a command for a given purpose</p> <p>To understand that a program is a set of commands a computer can run</p>	<p>I know that a series of instructions can be issued before they are enacted</p> <p>I know that you can predict the outcome of a program</p> <p>I can choose a series of words that can be enacted as a sequence</p> <p>I can choose a series of instructions that can be run as a program</p> <p>I can create a program</p> <p>I can trace a sequence to make a prediction</p> <p>I can run a program on a device</p> <p>I can debug a program that I have written</p> <p>I can choose a series of words that can be enacted as a sequence</p> <p>I can explain what happens when we change the order of instructions</p> <p>I can choose a series of commands that can be run as a program</p> <p>I can trace a sequence to make a prediction</p> <p>I can test a prediction by running the sequence</p> <p>I can create and debug a program that I have written</p> <p>I can run a program on a device</p> <p><b>An introduction to quizzes</b></p> <p>I know a series of instructions is a 'sequence'</p> <p>I know that a series of instructions can be issued before they are enacted</p> <p>I know that logical reasoning is used to predict the outcome of a program</p>	<p>of code to program you use "blocks"</p> <p>I know that commands in Scratch are represented as blocks</p> <p>I know that programs start because of an input</p> <p>I know what a sequence is</p> <p>I know that a program includes sequences of commands</p> <p>I know that the sequence of a program is a process</p> <p>I know that the order of commands can affect a program's output</p> <p>I can build a sequence of commands</p> <p>I can move a sprite</p> <p>I can combine commands in a program</p> <p>I can order commands in a program</p> <p><b>Events and actions</b></p> <p>I know that programs start because of an input</p> <p>I know that everyday tasks include repetition as part of a sequence, eg brushing teeth, dance moves</p> <p>I know that we can use a loop command in a program to repeat instructions</p> <p>I know that there are patterns in a sequence</p> <p>I know how to identify a loop within a program</p> <p>I know that in programming there are indefinite loops and count-controlled loops</p> <p>I know that an indefinite loop will run until the program is stopped</p> <p>I know that you can program a loop to stop after a specific number of times</p> <p>I know how to identify patterns in a sequence, eg 'step 3 times' means the same as 'step, step, step'</p> <p>I know when to use a loop and when not to</p>	<p>I know that the sequence of a program is a process</p> <p>I know that the order of commands can affect a program's output and how changing the order can change the outcome</p> <p>I know that different sequences can achieve the same output</p> <p>I know that different sequences can achieve different outputs</p> <p>I can build a complex sequence of commands</p> <p>I can move more than one sprite</p> <p>I can combine complex commands in a program</p> <p>I can order complex commands in a program</p> <p>I can create a sequence of commands to produce a given outcome</p> <p><b>Events and actions</b></p> <p>I know that we can use a loop command in a program to repeat instructions and how they improve the sequence</p> <p>I know how to identify a loop within a program</p> <p>I know that in programming there are indefinite loops and count-controlled loops</p> <p>I know that an indefinite loop will run until the program is stopped</p> <p>I know that you can program a loop to stop after a specific number of times</p> <p>I know how to identify patterns in a sequence, eg 'step 3 times' means the same as 'step, step, step'</p> <p>I know when to use a loop and when not to</p> <p>I know the importance of instruction order in a loop</p> <p>I know that not all tools enable more than one process to be run at once</p>	<p>I know that a count-controlled loop is a command that repeatedly runs a defined section of code a predefined number of times</p> <p>I know that a count-controlled loop contains a condition</p> <p>I know that a condition-controlled loop command that repeatedly runs a defined section of code until a condition is met</p> <p>I know that a condition-controlled loop will stop when a condition is met</p> <p>I know when a condition is met, a loop will complete a cycle before it stops</p> <p>I know that selection can be used to branch the flow of a program</p> <p>I know that a loop can be used to repeatedly check whether a condition has been met</p> <p>I know the importance of instruction order in 'if...then...else...' statements</p> <p>I can create a condition-controlled loop</p> <p>I can compare a count-controlled loop with a condition-controlled loop</p> <p>I can use a condition in an 'if...then...' statement to start an action</p> <p>I can use selection to switch the program flow in one of two ways</p> <p>I can use a condition in an 'if...then...else...' statement to produce given outcomes</p> <p><b>Selection in quizzes</b></p> <p>I know that an algorithm is a precise set of ordered steps that can be followed by a human or a computer to achieve a task</p> <p>I know that a condition can only be true or false</p>	<p>I know that a count-controlled loop is a command that repeatedly runs a defined section of code a predefined number of times</p> <p>I know that a count-controlled loop contains a condition</p> <p>I know that a condition-controlled loop command that repeatedly runs a defined section of code until a condition is met</p> <p>I know that a condition-controlled loop will stop when a condition is met</p> <p>I know when a condition is met, a loop will complete a cycle before it stops</p> <p>I know that selection can be used to branch the flow of a program</p> <p>I know that a loop can be used to repeatedly check whether a condition has been met</p> <p>I know the importance of instruction order in 'if...then...else...' statements</p> <p>I can create a condition-controlled loop</p> <p>I can compare a count-controlled loop with a condition-controlled loop</p> <p>I can use a condition in an 'if...then...' statement to start an action</p> <p>I can use selection to switch the program flow in one of two ways</p> <p>I can use a condition in an 'if...then...else...' statement to produce given outcomes</p> <p><b>Selection in quizzes</b></p> <p>I know that an algorithm is a precise set of ordered steps that can be followed by a human or a computer to achieve a task</p> <p>I know that a condition can only be true or false</p>
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		<p>To recall that a series of instructions can be issued before they are enacted To build a sequence of commands in steps To combine commands in a program I can choose a series of words that can be enacted as a program I can choose a series of commands that can be run as a program I can run a program on a device</p>		<p>I know the importance of instruction order in a loop I can list an everyday task as a set of instructions including repetition I can an indefinite loop to produce a given outcome I can use a count-controlled loop to produce a given outcome I can plan a program that includes appropriate loops to produce a given outcome I can recognise tools that enable more than one process to be run at the same time (concurrency) I can make two or more sequences that run at the same time <b>Repetition in shapes</b> I know that 'repeat' means to do something more than once I know that a loop command in a program is used to repeat instructions I know that in programming there are indefinite loops and count-controlled loops I know that an indefinite loop will run until the program is stopped I know that you can program a loop to stop after a specific number of times I know that patterns in a sequence, eg 'step 3 times' means the same as 'step, step, step' I know when to use a loop and when not to I know the importance of instruction order in a loop I can use an indefinite loop to produce a given outcome I can use a count-controlled loop to produce a given outcome I can identify patterns in a sequence</p>	<p>I can an indefinite loop to produce a given outcome I can use a count-controlled loop to produce a given outcome I can plan a program that includes appropriate loops to produce a given outcome independently I can recognise tools that enable more than one process to be run at the same time (concurrency) I can make my own design choices and justify them I can evaluate my project and explain what went well and what needs to be improved <b>Repetition in shapes</b> I know that 'repeat' means to do something more than once I know that everyday tasks that include repetition as part of a sequence I know that a loop command in a program is used to repeat instructions I know that in programming there are indefinite loops and count-controlled loops I know that an indefinite loop will run until the program is stopped I know that you can program a loop to stop after a specific number of times I know when to use a loop and when not to I know the importance of instruction order in a loop I can list an everyday task as a set of instructions including repetition I can use an indefinite loop to produce a given outcome I can use a count-controlled loop to produce a given outcome I can identify patterns in a sequence</p>	<p>I know that a count-controlled loop is a command that repeatedly runs a defined section of code a predefined number of times I know that a count-controlled loop contains a condition I know the difference between a count-controlled loop with a condition-controlled loop I know that a condition-controlled loop will stop when a condition is met I know that when a condition is met a loop will complete a cycle before it stops I know that selection can be used to branch the flow of a program I know that a loop can be used to repeatedly check whether a condition has been met I know the importance of instruction order in 'if... then... else...' statements I can choose a condition to use in a program I can create a condition-controlled loop I can use a condition in an 'if... then...' statement to start an action I can use selection to switch program flow I can use 'if... then... else...' to switch program flow in one of two ways <b>Variables in games Independently:</b> I know a variable is a named piece of data (often a number or text) stored in a computer's memory, which can be accessed and changed by a computer program I know a 'variable' as something that is changeable I know that a variable can be used in a program, eg 'score' I know how to program variables as a placeholder in memory for a single value I know that a variable has a name and a value I know that the value of a variable can be used by a program</p>
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				<p>I can identify a loop within a program</p> <p>I can plan a program that includes appropriate loops to produce a given outcome</p> <p>I can recognise tools that enable more than one process to be run at the same time (concurrency)</p> <p>I can create two or more sequences that run at the same time</p> <p><b>Repetition in games</b></p> <p>I know that 'repeat' means to do something more than once</p> <p>I know loop command in a program to repeats instructions</p> <p>I know that in programming there are indefinite loops and count-controlled loops</p> <p>I know that an indefinite loop will run until the program is stopped</p> <p>I know that you can program a loop to stop after a specific number of times</p> <p>I know that patterns in a sequence, eg 'step 3 times' means the same as 'step, step, step'</p> <p>I know when to use a loop and when not to and explain why</p> <p>I know the importance of instruction order in a loop</p> <p>I know that not all tools enable more than one process to be run at once</p> <p>I can use an indefinite loop to produce a given outcome</p> <p>I can use a count-controlled loop to produce a given outcome</p> <p>I can plan a program that includes appropriate loops to produce a given outcome</p> <p>I can identify patterns in a sequence</p> <p>I can identify a loop within a program</p>	<p>I can identify a loop within a program</p> <p>I can plan a program that includes appropriate loops to produce a given outcome</p> <p>I can recognise tools that enable more than one process to be run at the same time (concurrency)</p> <p>I can create two or more sequences that run at the same time</p> <p><b>Repetition in games</b></p> <p>I know that 'repeat' means to do something more than once</p> <p>I know loop command in a program to repeats instructions</p> <p>I know that in programming there are indefinite loops and count-controlled loops</p> <p>I know that an indefinite loop will run until the program is stopped</p> <p>I know that you can program a loop to stop after a specific number of times</p> <p>I know that patterns in a sequence, eg 'step 3 times' means the same as 'step, step, step'</p> <p>I know when to use a loop and when not to and explain why</p> <p>I know the importance of instruction order in a loop</p> <p>I know that not all tools enable more than one process to be run at once</p> <p>I can use an indefinite loop to produce a given outcome</p> <p>I can use a count-controlled loop to produce a given outcome</p> <p>I can plan a program that includes appropriate loops to produce a given outcome</p> <p>I can identify patterns in a sequence</p> <p>I can identify a loop within a program</p>	<p>can be accessed and changed by a computer program</p> <p>I know a 'variable' as something that is changeable</p> <p>I know that a variable can be used in a program, eg 'score'</p> <p>I know how to program variables as a placeholder in memory for a single value</p> <p>I know that a variable has a name and a value</p> <p>I know that the value of a variable can be used by a program</p> <p>I know that the value of a variable can be updated</p> <p>I know that variables can hold numbers (integers) or letters (strings)</p> <p>I know that a variable can be set as a constant (fixed value)</p> <p>I know the importance of setting up a variable at the start of a program (initialisation)</p> <p>I know that there is only one value for a variable at any one time</p> <p>I know that if you change the value of a variable, you cannot access the previous value (cannot undo)</p> <p>I know that if you read a variable, the value remains</p> <p>I know that the name of a variable is meaningless to the computer</p> <p>I know that the name of a variable needs to be unique</p> <p>I can identify examples of information that is variable, for example, a football score during a match</p> <p>I can identify a variable in an existing program</p> <p>I can experiment with the value of an existing variable</p> <p>I can choose a name that identifies the role of a variable to make it easier for humans to understand it</p> <p>I can decide where in a program to set a variable</p> <p>I can update a variable with a user input</p> <p>I can use an event in a program to update a variable</p> <p>I can use a variable in a conditional statement to control the flow of a program</p> <p>I can use the same variable in more than one location in a program</p> <p><b>Sensing Independently:</b></p>	<p>I know that the value of a variable can be updated</p> <p>I know that variables can hold numbers (integers) or letters (strings)</p> <p>I know that a variable can be set as a constant (fixed value)</p> <p>I know the importance of setting up a variable at the start of a program (initialisation)</p> <p>I know that there is only one value for a variable at any one time</p> <p>I know that if you change the value of a variable, you cannot access the previous value (cannot undo)</p> <p>I know that if you read a variable, the value remains</p> <p>I know that the 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				<p>I can recognise tools that enable more than one process to be run at the same time (concurrency)</p> <p>I can create two or more sequences that run at the same time</p>	<p>I can recognise tools that enable more than one process to be run at the same time (concurrency)</p> <p>I can create two or more sequences that run at the same time</p>	<p>I can decide where in a program to set a variable</p> <p>I can update a variable with a user input</p> <p>I can use an event in a program to update a variable</p> <p>I can use a variable in a conditional statement to control the flow of a program</p> <p>I can use the same variable in more than one location in a program</p> <p><b>Sensing</b></p> <p><b>With support:</b></p> <p>I know that 'variable' as something that is changeable</p> <p>I know that a variable can be used in a program, e.g. 'score'</p> <p>I know that a variable has a name and a value</p> <p>I know the value of a variable can be used by a program</p> <p>I know the value of a variable can be updated</p> <p>I know that variables can hold numbers (integers) or letters (strings)</p> <p>I know that a variable can be set as a constant (fixed value)</p> <p>I know the importance of setting up a variable at the start of a program (initialisation)</p> <p>I know that there is only one value for a variable at any one time</p> <p>I know that if you change the value of a variable, you cannot access the previous value (cannot undo)</p> <p>I know that if you read a variable, the value remains</p> <p>I know that the name of a variable is meaningless to the computer</p> <p>I know that the name of a variable needs to be unique</p> <p>I can identify a variable in an existing program</p> <p>I can experiment with the value of an existing variable</p>	<p>I know that 'variable' as something that is changeable</p> <p>I know that a variable can be used in a program, e.g. 'score'</p> <p>I know that a variable has a name and a value</p> <p>I know the value of a variable can be used by a program</p> <p>I know the value of a variable can be updated</p> <p>I know that variables can hold numbers (integers) or letters (strings)</p> <p>I know that a variable can be set as a constant (fixed value)</p> <p>I know the importance of setting up a variable at the start of a program (initialisation)</p> <p>I know that there is only one value for a variable at any one time</p> <p>I know that if you change the value of a variable, you cannot access the previous value (cannot undo)</p> <p>I know that if you read a variable, the value remains</p> <p>I know that the name of a variable is meaningless to the computer</p> <p>I know that the name of a variable needs to be unique</p> <p>I can identify a variable in an existing program</p> <p>I can experiment with the value of an existing variable</p> <p>I can choose a name that identifies the role of a variable to make it more usable (to humans)</p> <p>I can decide where in a program to set a variable</p> <p>I can update a variable with a user input</p> <p>I can use an event in a program to update a variable</p> <p>I can use a variable in a conditional statement to control the flow of a program</p>
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## Computing Concept Progression Overview

						<p>I can choose a name that identifies the role of a variable to make it more usable (to humans)</p> <p>I can decide where in a program to set a variable</p> <p>I can update a variable with a user input</p> <p>I can use an event in a program to update a variable</p> <p>I can use a variable in a conditional statement to control the flow of a program</p> <p>I can use the same variable in more than one location in a program</p>	<p>I can use the same variable in more than one location in a program</p>
<p><b>Data and Information</b></p>	<p>PSED –</p> <ul style="list-style-type: none"> <li>Show resilience and perseverance in the face of a challenge.</li> </ul> <p>ELG – PSED – Managing Self:</p> <ul style="list-style-type: none"> <li>Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> </ul> <p>PD –</p> <ul style="list-style-type: none"> <li>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> </ul> <p>Maths –</p> <ul style="list-style-type: none"> <li>Count objects, actions and sounds</li> </ul>	<p><b>Grouping Data</b></p> <p>I know that objects can be counted</p> <p>I know that information can be presented</p> <p>I can identify some attributes of an object</p> <p>I can collect simple data</p> <p>I can show that collected data can be counted</p> <p>I can describe the properties of an object</p> <p>I can choose an attribute to group objects by</p> <p>I can group objects to answer questions which ways are more effective</p> <p><b>Pictograms</b></p> <p>I know that tally marks are a form of numeral used for counting</p> <p>I know that these marks can be put on a tally chart</p> <p>I know that a pictogram is a chart or graph which uses pictures to represent data in a simple way</p> <p>I know that different objects can be grouped</p> <p>I know we can use a tally chart or pictogram to compare different attributes</p>	<p><b>Grouping Data</b></p> <p>I know different ways to count objects</p> <p>I know that information can be presented and which ways are more effective</p> <p>I know that information can be presented in different ways</p> <p>I can collect different types data</p> <p>I can show that collected data can be counted in different ways</p> <p>I can describe the different properties of an object</p> <p>I can group objects to answer questions and explain why I did it that way</p> <p>I can explain that objects can be grouped by similarities (attribute)</p> <p>I can describe a group of objects (based on commonality)</p> <p><b>Pictograms</b></p> <p>I know a tally chart is used to collect data</p> <p>I know that an attribute is a word or a phrase that can be used to describe an object such as its colour, size, or price</p> <p>I know objects that have been grouped by attribute</p>	<p><b>Branching databases</b></p> <p>I know that a branching database is an identification tool</p> <p>I know that there are questions with yes/no answers</p> <p>I know an attribute can to separate objects into two similarly sized groups</p> <p>I know that a data set can be structured using yes/no questions</p> <p>I know that a well-structured branching database will enable you to identify objects using fewer questions</p> <p>I know real-world applications for branching databases</p> <p>I can select an attribute to separate objects into groups</p> <p>I can choose questions that will divide objects into evenly sized subgroups</p> <p>I can repeatedly create subgroups of objects</p> <p>I can identify an object using a branching database</p> <p>I can retrieve information from different levels of the branching database</p> <p><b>Data logging</b></p> <p>I know questions that can be answered using a table of data</p>	<p><b>Branching databases</b></p> <p>I know that a branching database is used to classify groups of objects.</p> <p>I know that a branching database is an identification tool</p> <p>I know that there are questions with different attributes with yes/no answers</p> <p>I know an attribute can to separate objects into two similarly sized groups</p> <p>I know that a data set can be structured using yes/no questions</p> <p>I know that there are two levels of a branching database using AND</p> <p>I know different real-world applications for branching databases</p> <p>I can create questions with yes/no answers</p> <p>I can write questions that will divide objects into evenly sized subgroups</p> <p>I can repeatedly create subgroups of objects</p> <p>I can use my branching database to answer questions</p> <p>I can prove my branching database works</p> <p>I can compare two ways of presenting information</p>	<p><b>Spreadsheets</b></p> <p>I know questions that can be answered using spreadsheet data</p> <p>I know what an item of data is in a spreadsheet</p> <p>I know that there are different software tools to work with data</p> <p>I know that formulas can be used to produce calculated data</p> <p>I know that formulas work across multiple cells to complete the calculation.</p> <p>I know why data should be organised in a spreadsheet</p> <p>I know that a cell's value automatically updates when the value in a linked cell is changed.</p> <p>I can collect data</p> <p>I can input data into a cell</p> <p>I can explain what an items of data is</p> <p>I can construct a formula in a spreadsheet with support</p> <p>I can use existing cells within a formula</p> <p>I can choose suitable ways to present spreadsheet data</p> <p>I can evaluate results from my spreadsheet</p> <p><b>Flat-file databases</b></p> <p>I know that data can be organised in different ways</p>	<p>Spreadsheets</p> <p>I know what an item of data is in a spreadsheet</p> <p>I know how the data type determines how a spreadsheet can process the data</p> <p>I know there are different formats for data</p> <p>I know that formulas can be used to produce calculated data</p> <p>I know that cells can be linked</p> <p>I know why data should be organised in a spreadsheet</p> <p>I know that a cell's value automatically updates when the value in a linked cell is changed</p> <p>I can suggest how to structure my data</p> <p>I can choose an appropriate format for a cell</p> <p>I can calculate data using a formula for each operation</p> <p>I can use functions to create new data</p> <p>I can use existing cells within a formula</p> <p>I can choose suitable ways to present spreadsheet data</p> <p>I can evaluate results in comparison to the question asked</p> <p><b>Flat-file databases</b></p>

## Computing Concept Progression Overview

		<p>I know that headings tell me what the chart is about</p> <p>I know that we can present information using a computer</p> <p>I know why some information should not be shared</p> <p>I can count and record data using a tally mark</p> <p>I can enter data onto a computer with support</p> <p>I can recognise that people, animals and objects can be described by attributes</p> <p>I can use a computer to view data</p> <p>I can use pictograms to answer single-attribute questions</p>	<p>To construct (complete) a given comparison question, e.g. are there more ___ balls than ___ balls?</p> <p>I know what headings for tally charts and pictograms are</p> <p>I know a computer program to present information in different ways</p> <p>I know why some information should not be shared and what to do if I see something that worries me</p> <p>I can enter data onto a computer</p> <p>I can organise different data by attributes</p> <p>I can use a computer to view data in different formats</p> <p>I can use pictograms to answer questions</p> <p>I can use a computer to answer comparison questions (graphs, tables)</p>	<p>I know that data can be logged over time</p> <p>I know an input device is a piece of hardware used to control, or send data to, a computer</p> <p>I know that sensors are input devices</p> <p>I know that a data logger captures 'data points' from sensors over time</p> <p>I can choose a question that can be answered using logged data</p> <p>I can use a digital device to collect data automatically</p> <p>I can choose how often to automatically collect data samples</p> <p>I can use a set of logged data to find information</p> <p>I can use a computer program to sort data by one attribute</p>	<p><b>Data logging</b></p> <p>I know questions that can be answered using a table of data</p> <p>I know that data can be logged over time using different devices</p> <p>I know that sensors are input devices</p> <p>I know that a sensor can be used as an input device for data collection</p> <p>I know that a data logger captures 'data points' from sensors over time</p> <p>I can propose a question that can be answered using logged data</p> <p>I can use a digital device to collect data automatically</p> <p>I can choose how often to automatically collect data samples</p> <p>I can use a set of logged data to find information</p> <p>I can draw conclusions from the data that I have collected</p> <p>I can use a computer program to sort data by one attribute</p> <p>I can export information in different formats</p>	<p>I know that a computer program can be used to organise data</p> <p>I know that tools can be used to select data to answer questions</p> <p>I know what 'field' and a 'record' is in a database</p> <p>I know that ordering data allows us to answer some questions</p> <p>I know how 'AND' and 'OR' can be used to refine data selection</p> <p>I know that computer programs can be used to compare data visually</p> <p>I know that we present information to communicate a message</p> <p>I can use a paper form to record information</p> <p>I can create multiple questions about the same field</p> <p>I can ask questions that need more than one attribute to answer</p> <p>I can choose which attribute and value to search by to answer a given question (operands)</p> <p>I can choose which attribute to sort data by to answer a given question</p> <p>I can choose multiple criteria to search data to answer a given question (AND and OR)</p> <p>I can select an appropriate graph to visually compare data with support</p> <p>I can choose suitable ways to present information to other people</p>	<p>I know that tools can be used to select data to answer questions</p> <p>I know that different computer programs can be used to organise data</p> <p>I know that ordering data allows us to answer some questions</p> <p>I know that a value or field involved in an operation is called an operand</p> <p>I know that operands can be used to filter data</p> <p>I know how 'AND' and 'OR' can be used to refine data selection</p> <p>I know that computer programs can be used to compare data visually</p> <p>I know that we present information to communicate a message</p> <p>I can order, sort and group data</p> <p>I can choose different ways to view data</p> <p>I can explain how information can be recorded.</p> <p>I can ask questions that need more than one attribute to answer</p> <p>I can choose which attribute and value to search by to answer a given question (operands)</p> <p>I can choose which attribute to sort data by to answer a given question</p> <p>I can choose multiple criteria to search data to answer a given question (AND and OR)</p> <p>I can choose suitable ways to present information to other people and explain why I have done that</p>
<p><b>Creating Media</b></p>	<p>Creating with materials</p> <ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> </ul>	<p><b>Digital Painting</b></p> <p>I know what different freehand tools do</p> <p>I know that computers can be used to create art</p>	<p><b>Digital Painting</b></p> <p>I know that a tool can be adjusted to suit my needs</p> <p>I know how to decide when it's appropriate to use each tool and why I need to use it</p>	<p><b>Animation</b></p> <p>I know that an animation is made up of a sequence of images</p>	<p><b>Animation (same knowledge as year 3 but progression showed through repetition, outcome and support)</b></p>	<p><b>Vector drawing</b></p> <p>I know that a vector drawings are made of simple lines and shapes</p>	<p><b>Vector drawing</b></p> <p>I know that a vector drawing comprises separate objects</p> <p>I know that each object in a drawing is in its own layer</p>



## Computing Concept Progression Overview

	<ul style="list-style-type: none"> <li>• Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>• Create collaboratively, sharing ideas, resources and skills.</li> </ul> <p>ELG – creating with materials</p> <ul style="list-style-type: none"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> </ul>	<p>I know how to decide when it's appropriate to use each tool</p> <p>I know how to consider impact of choices made</p> <p>I know how to compare painting using a computer with painting using brushes</p> <p>I can create a picture using freehand tools</p> <p>I can use shape and line tools</p> <p>I can use a range of paint colours</p> <p>I can use the fill tool to colour an enclosed area</p> <p>I can use the undo button to correct a mistake</p> <p>I can combine a range of tools to create a piece of artwork</p> <p><b>Digital Writing</b></p> <p>I know that a keyboard is used to enter text into a computer</p> <p>I know that the Shift key changes the output of a key</p> <p>I know that text can be changed</p> <p>I know that text can be edited</p> <p>I know that the appearance of text can be changed</p> <p>I know the impact of choices made</p> <p>I can use letter, number, and Space keys to enter text into a computer</p> <p>I can use punctuation and special characters</p> <p>I can select text</p> <p>I can use the Backspace key to remove text</p> <p>I can position the text cursor in a chosen location</p> <p>I can use Undo</p> <p>I can choose options to achieve a desired effect</p> <p>I can change the appearance of text on a computer</p> <p><b>Digital photography</b></p>	<p>I know how to consider impact of choices made and how to tailor it to my desired audience</p> <p>I know that artists use computers as a medium and not always physical art mediums</p> <p>I can use shape and line tools when precision is needed</p> <p>I can use a range of paint colours accurately to suit a purpose</p> <p>I can use the fill tool to colour small areas</p> <p>I can use the undo and redo button to correct a mistake</p> <p>I can explain why I have chosen a specific tool for the task I need</p> <p>I can combine a range of tools to create a piece of artwork in an aesthetically pleasing way to suit my desired audience</p> <p>I can explain the difference between electronic art work and physical art pieces</p> <p><b>Digital photography</b></p> <p>I know that some digital devices can capture images using a range of digital devices</p> <p>I know about how to take a photograph</p> <p>I know that photographs can be saved and viewed later and how to view them again once I have taken the photo</p> <p>I know there are choices when composing my photograph</p> <p>I know features of 'good' photographs</p> <p>I know how a photograph could be improved</p> <p>I know the effect of light on a photograph</p> <p>I know that photographs can be change after they have been taken and that an app can do this</p>	<p>I know that a capturing device needs to be in a fixed position</p> <p>I know that smaller movements create smoother animation</p> <p>I know the need for consistency in working</p> <p>I know the impact of adding other media to an animation</p> <p>I know that a project must be exported so it can be shared</p> <p>I can set up the work area with an awareness of what will be captured</p> <p>I can plan a simple animation using a storyboard</p> <p>I can capture an image</p> <p>I can use the onion skinning tool to review subject position</p> <p>I can move a subject between captures</p> <p>I can remove frame to improve an animation</p> <p>I can add media to enhance an animation</p> <p>I can review a completed project</p> <p><b>Desktop publishing (DTP)</b></p> <p>I know how text and images can be used together to convey information</p> <p>I know that landscape and portrait as two different page orientations</p> <p>I know how different layouts can suit different purposes</p> <p>I know that there are different font styles and effects and these change the appearance of text</p> <p>I know the benefits of using a DTP application</p> <p>I can show that page orientation can be changed</p> <p>I can add and edit text</p> <p>I can organise text and add images in a page layout</p> <p>I can add and remove images</p> <p>I can move resize and rotate images</p>	<p>I know that an animation is made up of a sequence of images</p> <p>I know that a capturing device needs to be in a fixed position</p> <p>I know that smaller movements create smoother animation</p> <p>I know the need for consistency in working</p> <p>I know the impact of adding other media to an animation</p> <p>I know that a project must be exported so it can be shared</p> <p>I can set up the work area with an awareness of what will be captured</p> <p>I can plan a complex animation using a storyboard</p> <p>I can capture an image</p> <p>I can use the onion skinning tool to review subject position</p> <p>I can move a subject accurately between captures</p> <p>I can review a captured sequence of frames as an animation</p> <p>I can remove frame to improve an animation</p> <p>I can add media to enhance an animation</p> <p>I can review a completed project and explain what when well and what needs to be improved</p> <p><b>Desktop publishing (DTP)</b></p> <p>I know how text and images can be used together to convey information</p> <p>I know that a placeholder is a character, word, or string of characters that temporarily takes the place of the final data</p> <p>I know how different layouts can suit different purposes</p> <p>I know that DTP pages can be structured with placeholders</p>	<p>I know that each element of a vector drawing is called an object</p> <p>I know that each object in a drawing is in its own layer</p> <p>I know that zooming in on a vector image helps improve complexity</p> <p>I know that objects can be modified in groups</p> <p>I know how alignment and size guides can help create a more consistent drawing</p> <p>I know that vector drawings have a specific purpose to meet their target audience</p> <p>I can add an object to a vector drawing</p> <p>I can select one object or choices made multiple objects</p> <p>I can delete objects</p> <p>I can move objects between the layers of a drawing</p> <p>I can group and ungroup selected objects</p> <p>I can duplicate objects using copy and paste</p> <p>I can modify objects</p> <p>I can reposition objects</p> <p>I can combine options to achieve a desired effect</p> <p>I can create a vector drawing for a given purpose</p> <p><b>Video production</b></p> <p>I know the features of video as a visual media format</p> <p>I know you need a device to record a video</p> <p>I know the purpose of a storyboard</p> <p>I know that filming techniques can be used to create different effects</p> <p>I know that videos can be edited on a recording device or on a computer</p> <p>I know videos can be improved through and reshooting or editing</p>	<p>and the layers move independently</p> <p>I know that vector images can be scaled without impact on quality</p> <p>I know that objects can be modified in groups and grouping makes it easier to work with</p> <p>I know how alignment and size guides can help create a more consistent drawing</p> <p>I know that vector drawings have a specific purpose to meet their target audience</p> <p>I can add an object to a vector drawing</p> <p>I can select one object or choices made multiple objects</p> <p>I can delete objects</p> <p>I can move objects between the layers of a drawing</p> <p>I can group and ungroup selected objects</p> <p>I can duplicate objects using copy and paste</p> <p>I can modify objects</p> <p>I can reposition objects</p> <p>I can combine options to achieve a desired effect</p> <p>I can create a vector drawing for a given purpose</p> <p><b>Video production</b></p> <p>I know that different videos have different features</p> <p>I know which devices can and can't record video</p> <p>I know the purpose of a storyboard is to plan what I want to record</p> <p>I know that filming techniques can be used to create different effects</p> <p>I know the limitations of editing video on a recording device</p> <p>I know videos can be improved through and reshooting or editing and know the correct tools to make edits to my video</p>
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## Computing Concept Progression Overview

	<p>I know that some digital devices can capture images using a camera</p> <p>I know about how to take a photograph with support</p> <p>I know that photographs can be saved and viewed later</p> <p>I know I need to think before I take a photograph and choose my subject carefully</p> <p>I know I may need to take another photograph to improve it</p> <p>I know that photographs can be change after they have been taken</p> <p>I know that some images I see are not accurate</p> <p>I can capture a digital image</p> <p>I can view photographs on a digital device with support</p> <p>I can decide which photographs to keep</p> <p>I can hold the camera still to take a clear photograph</p> <p>I can improve a photograph by retaking it</p> <p>I can edit a photo on an app once it has been taken with support</p>	<p>I know that some images are not accurate and begin to identify them</p> <p>I can capture a digital image</p> <p>I can take photographs in both landscape and portrait format</p> <p>I can view photographs on a digital device</p> <p>I can decide which photographs to keep and explain why</p> <p>I can hold the camera still to take a clear photograph</p> <p>I can use zoom to change the composition of a photograph</p> <p>I can consider lighting before taking a photograph</p> <p>I can improve a photograph by retaking it</p> <p>I can edit a photo on an app once it has been taken</p> <p><b>Making music</b></p> <p>I know that computers can be used to play sounds of different instruments</p> <p>I know that the same pattern can be represented in different ways</p> <p>I know playing music on instruments with making music on a computer are different</p> <p>I can experiment with musical patterns on a computer</p> <p>I can experiment with different sounds on a computer</p> <p>I can use a computer to create a musical pattern</p> <p>I can use a computer to compose a rhythm and a melody on a given theme</p> <p>I can use a computer to play the same music in different ways (e.g. tempo)</p> <p>I can evaluate a musical composition created on a computer</p> <p>I can improve a musical composition created on a computer</p>	<p>I can choose fonts and apply effects to text</p> <p>I can review a document</p> <p><b>Audio production</b></p> <p>I know that sound can be recorded</p> <p>I know that an output device is a piece of hardware that is controlled by outputs from a computer</p> <p>I know that an input device is a piece of hardware used to control, or send data to, a computer</p> <p>I know that an input device is needed to record sound</p> <p>I know that output devices are needed to play audio</p> <p>I know that recorded audio can be stored on a computer</p> <p>I know that audio can be edited</p> <p>I know the results of editing choices made</p> <p>I can record sound using a computer</p> <p>I can save a digital recording as a file</p> <p>I can open a digital recording from a file</p> <p>I can play recorded audio</p> <p>I can import audio into a project</p> <p>I can delete a section of audio</p> <p>I can change the volume of tracks in a project</p> <p>I can discuss the features of a digital recording I like</p> <p><b>Photo editing</b></p> <p>I know that applications can change the whole digital image</p> <p>I know that applications can change part of a digital image</p> <p>I know that applications to add to the composition of a digital image</p> <p>I know that the rotate feature allows you to turn an image in a clockwise or counter clockwise direction</p>	<p>I know how different font styles and effects are used for particular purposes</p> <p>I know the benefits of using a DTP application and how these are used in everyday life</p> <p>I can add text to a placeholder</p> <p>I can organise text and image placeholders in a page layout</p> <p>I can add and remove images to and from placeholders</p> <p>I can edit text in a placeholder</p> <p>I can move resize and rotate images</p> <p>I can choose fonts and apply effects to text depending on the context of my audience</p> <p>I can review a document and make improvements</p> <p><b>Audio production</b></p> <p>I know that sound can be recorded on different devices</p> <p>I know that an input device is needed to record sound</p> <p>I know that output devices are needed to play audio</p> <p>I know that recorded audio can be stored on a computer, tablet or other devices which can store information</p> <p>I know that sound can be represented visually as a waveform</p> <p>I know that audio can be edited</p> <p>I know that audio can be layered so that multiple sounds can be played at the same time</p> <p>I know the results of editing choices made</p> <p>I can record sound using a computer</p> <p>I can use editing tools to arrange sections of audio</p> <p>I can play recorded audio</p> <p>I can import audio into a project</p> <p>I can delete a section of audio</p>	<p>I know the need to regularly review and reflect on a video project</p> <p>I know that projects need to be exported to be shared</p> <p>I can explain that video is a visual media format</p> <p>I can use different camera angles</p> <p>I can use pan, tilt and zoom</p> <p>I can identify features of a video recording device or application</p> <p>I can combine filming techniques for a given purpose</p> <p>I can determine what scenes will convey your idea</p> <p>I can decide what changes I will make when editing</p> <p>I can choose to reshoot a scene or improve later through editing</p> <p>I can make edits to my video and improve the final outcome</p> <p>I can store, retrieve, and export my recording to a computer</p> <p><b>3D Modelling</b></p> <p>I know that 3D models can be created on a computer</p> <p>I know that a 3D environment can be viewed from different perspectives</p> <p>I know that digital tools can be used to manipulate 3D objects</p> <p>I know that digital tools can be used to manipulate 3D objects</p> <p>I know how placeholders can create holes in 3D objects</p> <p>I know how placeholders can create holes in 3D objects</p> <p>I know that artefacts can be broken down into a collection of 3D objects</p> <p>I can add 3D shapes to a project</p> <p>I can resize object in three dimensions</p> <p>I can lift and lower 3D objects</p> <p>I can recolour a 3D object</p> <p>I can rotate objects in three dimensions</p>	<p>I know the need to regularly review and reflect on a video project</p> <p>I know that projects need to be exported to be shared</p> <p>I can compare features in different videos</p> <p>I can use different camera angles</p> <p>I can use pan, tilt and zoom</p> <p>I can suggest filming techniques for a given purpose</p> <p>I can combine filming techniques</p> <p>I can determine what scenes will convey your idea referring back to my storyboard</p> <p>I can decide what changes I will make when editing</p> <p>I can choose to reshoot a scene or improve later through editing</p> <p>I can use split, trim and crop to edit a video</p> <p><b>3D Modelling</b></p> <p>I know that 3D models can be created on a computer</p> <p>I know that a 3D environment can be viewed from different perspectives</p> <p>I know that digital tools can be used to manipulate 3D objects</p> <p>I know how placeholders can create holes in 3D objects</p> <p>I know that artefacts can be broken down into a collection of 3D objects</p> <p>I can position 3D shapes relative to one another</p> <p>I can use digital tools to modify 3D objects</p> <p>I can combine objects to create a 3D digital model</p> <p>I can use digital tools to accurately size 3D objects</p> <p>I can construct my own 3D model which reflects a real world object</p> <p><b>Web page creation</b></p>
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## Computing Concept Progression Overview

				<p>I know that the crop tool cuts down an image</p> <p>I know how to change colours of a digital image</p> <p>I know how to select part of a digital image</p> <p>I know if I see an image that worries me not to share it and report it</p> <p>I can recognise that digital images can be change so they are not real</p> <p>I can rotate an image</p> <p>I can consider the impact of changes made on the quality of the image</p> <p>I can add text to a digital image</p> <p>I can crop a digital image</p> <p>I can change colours of a digital image</p> <p>I can copy and paste to change the composition of a digital image</p> <p>I can talk about fake images around me</p>	<p>I can change the volume of tracks in a project</p> <p>I can discuss and suggest improvement to a digital recording</p> <p><b>Photo editing</b></p> <p>I know that applications can change a digital image</p> <p>I know that you may only want to change part of a digital image and professionals will need to choose why for a particular purpose</p> <p>I know that when you flip an object, the object turns over, either vertically or horizontally, so that the object is now a mirror image</p> <p>I know that the crop tool cuts down an image</p> <p>I know what filters are</p> <p>I know what effects mean when editing a digital image</p> <p>I know how to select part of a digital image</p> <p>I know that cloning is used to retouch a digital image.</p> <p>I know the clone tool is used to copy one part of an image over another part</p> <p>I can recognise that digital images can be manipulated</p> <p>I can recognise that digital images can be changed for different purposes</p> <p>I can flip an image</p> <p>I can choose the most appropriate tool for a particular purpose</p> <p>I can consider the impact of changes made on the quality of the image</p> <p>I can add text to a digital image</p> <p>I can add different filters to a digital image</p> <p>I can crop a digital image</p> <p>I can use clone, copy, and paste to change the composition of a digital image</p>	<p>I can accurately size 3D models</p> <p>I can use digital tools to accurately size 3D objects</p> <p>I can construct a 3D model which reflects a real world object</p> <p><b>Web page creation</b></p> <p>I know the relationship between HTML and visual display</p> <p>I know that web pages can contain different media types</p> <p>I know we need to consider the ownership and use of images (copyright) before we use them</p> <p>I know that web pages are written by people</p> <p>I know that a website is a set of hyperlinked web pages</p> <p>I know components of a web page layout</p> <p>I know we need to preview pages (different screens / devices) to ensure everything looks the same</p> <p>I know we need a navigation path</p> <p>I know the implications of linking to content owned by others</p> <p>I can explore a website</p> <p>I can create a new blank web page</p> <p>I can add text to a web page</p> <p>I can set the style of text on a web page</p> <p>I can embed media in a web page</p> <p>I can change the appearance of text</p> <p>I can add web pages to a website</p> <p>I can preview a web page (different screen sizes)</p> <p>I can insert hyperlinks between pages</p> <p>I can insert hyperlinks to another site</p>	<p>I know the relationship between HTML and visual display</p> <p>I know that web pages can contain different media types</p> <p>I know we need to consider the ownership and use of images (copyright) before we use them</p> <p>I know that web pages are written by people</p> <p>I know that a website is a set of hyperlinked web pages</p> <p>I know components of a web page layout</p> <p>I know we need to preview pages (different screens / devices) to ensure everything looks the same</p> <p>I know we need a navigation path</p> <p>I know the implications of linking to content owned by others</p> <p>I can review an existing website (navigation bars, header)</p> <p>I can create a new blank web page</p> <p>I can add text to a web page</p> <p>I can set the style of text on a web page</p> <p>I can embed media in a web page</p> <p>I can change the appearance of text</p> <p>I can add web pages to a website</p> <p>I can preview a web page (different screen sizes)</p> <p>I can insert hyperlinks between pages</p> <p>I can insert hyperlinks to another site</p>
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