

**Monkhouse Primary School**  
Computing and Digital Literacy Curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	7 WEEKS	8 WEEKS	11 WEEKS		13 WEEKS	
Year 6	Digital Literacy Skills Teaching	Computer Science How the internet works <i>(min. 6 lessons)</i>	Robotics Hour of code: Swift Playgrounds: Drones/Sphero <i>(min. 8 lessons)</i>		Robotics: Spike Prime <i>(min. 9 lessons)</i>	
Year 5	Digital Literacy Skills Teaching	Robotics: Spike Prime <i>(min. 9 lessons)</i>	Computer Science Inside a Computer? <i>(min. 6 lessons)</i>	Robotics Hour of code: Swift Playgrounds: Drones/Sphero <i>(min. 8 lessons)</i>		
Year 4	Digital Literacy Skills Teaching	Computer Science Communicating online <i>(min. 6 lessons)</i>	Robotics Hour of Code Sphero (block code) using Sphero EDU and other robotics/Swift Playgrounds <i>(min. 8 lessons)</i>		Robotics: WeDo2 <i>(min. 9 lessons)</i>	
Year 3	Digital Literacy Skills Teaching	Robotics: WeDo2 <i>(min. 9 lessons)</i>	Computer Science Using the internet <i>(min. 6 lessons)</i>	Robotics Hour of Code Swift Playgrounds: Drones/Sphero <i>(min. 8 lessons)</i>		
Year 2	Digital Literacy Skills	Robotics: Sphero Indi with Sphero Jr app recap	Robotics: Sphero		Robotics Hour of code	

	<b>Teaching Digital Literacy Skills Teaching</b>	<i>(min. 9 lessons)</i>  <i>Lead into Sphero SPRK+ (difference between programs)</i>	<i>(min. 9 lessons)</i>	EARL and other robotics <i>(min. 8 lessons)</i>
<b>Year 1</b>	<b>Digital Literacy Skills Teaching</b>	<b>Continuous Provision from EYFS (pre code and direction)</b>  <i>Lead into Beebots (min. 8 lessons)</i>	<b>Robotics:</b> Sphero Indi <i>(min. 9 lessons)</i>	<b>Robotics:</b> Sphero Indi (with Sphero Jr app) <i>(min. 9 lessons)</i>  Lead into Sphero SPRK+

<b>EYFS</b>		
Digital Literacy		
Drawing	Explore digital drawing tools, play with colour and doodle on top of an imported photo	Camera Draw and Tell
Photography	To be able to find the Camera app, take photos and add them into another app. For example, Draw and Tell	Camera Draw and Tell
Video	Use the Camera app to record a video and playback saved videos	Camera
Keynote skills and animation		
Presenting and publishing	Show and talk about digitally created work and create a talking book by adding text and sound	Draw and Tell

## Computer Science and Robotics

Robotics	Explore pre-code instruction and work hands on with machines that they can control that provide a direct reaction
----------	---

## Online Safety

Self-image and identity	<ul style="list-style-type: none"> <li>I can recognise, online or offline, that anyone can say 'no'/'please stop'/'I'll tell'/'I'll ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset</li> </ul>
-------------------------	--

Online relationships	<ul style="list-style-type: none"> <li>I can recognise some ways in which the internet can be used to communicate.</li> <li>I can give examples of how I (might) use technology with people I know.</li> </ul>
----------------------	--

Online reputation	<ul style="list-style-type: none"> <li>I can identify ways that I can put information on the internet.</li> </ul>
-------------------	---

Negative online interactions (Online bullying)	<ul style="list-style-type: none"> <li>I can describe ways that some people can be unkind online</li> <li>I can offer examples of how this can make others feel.</li> </ul>
---	---

Managing online information	<ul style="list-style-type: none"> <li>I can talk about how to use the internet as a way of finding information online.</li> <li>I can identify devices I could use to access information on the internet</li> </ul>
-----------------------------	--

Health,	<ul style="list-style-type: none"> <li>I can identify rules that help keep us safe and healthy in and beyond the home when I am using technology.</li> </ul>
---------	--

wellbeing and lifestyle	<ul style="list-style-type: none"> <li>• I can give some simple examples of these rules</li> </ul>
Privacy and security	<ul style="list-style-type: none"> <li>• I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location)</li> <li>• I can describe who would be trustworthy to share this information with; I can explain why they are trusted.</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>• I know that work I create belongs to me</li> <li>• I can name my work so that others know it belongs to me</li> </ul>

Year 1		
Digital Literacy		
Strand	Objective: Demonstrated through animation, explanation and presentation	Apps
Drawing	Explore the drawing tools within Keynote and experiment with annotations through Markup	Keynote
Photography	Use the Camera app and consider subjects, colour and composition	Camera
Video	Create projects within Clips whilst making use of filters, graphics and stickers to enhance the mood	Clips
Keynote skills and animation		
Presenting and publishing	Add elements into a Keynote project and explore the format options	Keynote
Computer Science and Robotics		

Computer Science and Robotics	Through using Sphero Indi and Sprk+, transition from pre code to use of hardware and software with the Sphero Jr. app, whilst gaining an understanding into what algorithms are.	Sphero Jr.
Online Safety		
Self-image and identity	<ul style="list-style-type: none"> <li>• I can recognise that there may be people online who could make someone feel sad, embarrassed or upset.</li> <li>• If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help.</li> </ul>	
Online relationships	<ul style="list-style-type: none"> <li>• I can give examples of when I should ask permission to do something online and explain why this is important.</li> <li>• I can use the internet with adult support to communicate with people I know (e.g. video call apps or services)</li> <li>• I can explain why it is important to be considerate and kind to people online and respect their choices.</li> <li>• I can explain why things one person finds funny or sad online may not always be seen in the same way as others.</li> </ul>	
Online reputation	<ul style="list-style-type: none"> <li>• I can recognise that information can stay online and could be copied</li> <li>• I can describe what information I should not put online without asking a trusted adult first.</li> </ul>	
Negative online interactions  (Online bullying)	<ul style="list-style-type: none"> <li>• I can describe how to behave online in ways that do not upset others and can give examples.</li> </ul>	
Managing online information	<ul style="list-style-type: none"> <li>• I can give simple examples of how to find information using digital technologies e.g. search engines, voice activated searching</li> <li>• I know/understand that we can encounter a range of things online including things we like and don't like as well as</li> </ul>	

	<p>things which are real or make believe/ a joke</p> <ul style="list-style-type: none"> <li>● I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.</li> </ul>
Health, wellbeing and lifestyle	<ul style="list-style-type: none"> <li>● I can explain rules to keep myself safe when using technology both in and beyond the home</li> </ul>
Privacy and security	<ul style="list-style-type: none"> <li>● I can explain that passwords are used to protect information, accounts and devices</li> <li>● I can recognise more detailed examples of information that is personal to someone (e.g. where someone lives and goes to school, family names)</li> <li>● I can explain why it is important to always ask a trusted adult before sharing any personal information online, belonging to myself or others.</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>● I can explain why work I create using technology belongs to me</li> <li>● I can say why it belongs to me (e.g. I designed it or I filmed it)</li> <li>● I can save my work under a suitable title/name so that others know it belongs to me (e.g. filename, name on content)</li> <li>● I understand that work made by others does not belong to me even if I save a copy.</li> </ul>

Year 2
Digital Literacy

Strand	Objective: Demonstrated through animation, explanation and presentation	Apps
Drawing	Introduce the comparison between Sketches School and Keynote, focusing on pen control and use of the fill tool and opacity options	Keynotes Sketches School
Photography	Become more familiar with the Camera app and the finer tunings that it offers	Camera
Video	Apply the use of posters and title screens in Clips, arrange multiple videos into a sequence and add music to a project as well as beginning to use green screen in iMovie with support	Clips iMovie
Keynote skills and animation	Explore the use of animation options within Keynote whilst making specific use of 'Motion Path'	Keynote
Presenting and publishing	Explore text features and how to create tables for data collection	Keynote
Computer Science and Robotics		
Computer Science and Robotics	Explore a progression into use of Sphero Sprk+ robots and build a development of understanding in use of coding blocks to control robots. Understand the importance of clarity within algorithms so that they are unambiguous.	Sphero Jr. Sphero Edu
Online Safety		
Self-image and identity	<ul style="list-style-type: none"> <li>• I can explain how other people may look and act differently online and offline.</li> <li>• I can give examples of issues that might make someone feel sad, worried, uncomfortable or frightened; I can give examples of how they might get help.</li> </ul>	
Online relationships	<ul style="list-style-type: none"> <li>• I can give examples of how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. (e.g. email, online gaming, a pen-pal in another school/country)</li> <li>• I can explain who I should ask before sharing things about myself and others online.</li> <li>• I can describe different ways to ask for, give or deny my permission online and can identify who to help me if I am not sure.</li> </ul>	

	<ul style="list-style-type: none"> <li>● I can explain why I have a right to say 'no' or 'I will have to ask someone'. I can explain who can help me if I feel under pressure to agree to something I am unsure about or don't want to do.</li> <li>● I can identify who can help me if something happens online without my consent.</li> <li>● I can explain how it may make others feel if I do not ask their permission or ignore their answers before sharing something about them online.</li> <li>● I can explain why I should always ask a trusted adult before clicking 'yes', 'agree', or 'accept' online</li> </ul>
Online reputation	<ul style="list-style-type: none"> <li>● I can explain how information put online about someone can last for a long time</li> <li>● I can describe how anyone's online information could be seen by others</li> <li>● I know who to talk to if something has been put online without consent or if it is incorrect.</li> </ul>
Negative online interactions (Online bullying)	<ul style="list-style-type: none"> <li>● I can explain what bullying is, how people may bully others and how bullying can make someone feel.</li> <li>● I can explain why anyone who experiences bullying is not to blame. I can talk about how anyone experiences bullying can get help.</li> </ul>
Managing online information	<ul style="list-style-type: none"> <li>● I can use simple keywords in search engines</li> <li>● I can demonstrate how to navigate a simple webpage to get information I need (e.g. home, forward, back buttons; links, tabs and sections.</li> <li>● I can explain what voice activated searching is and how it might be used, and know it is not real person (e.g. Alexa, Google Now, Siri)</li> <li>● I can explain the difference between things that are imaginary, 'made up', or 'make believe' and things that are 'true' or 'real'</li> <li>● I can explain why some information I find online may not be real or true.</li> </ul>
Health, wellbeing and	<ul style="list-style-type: none"> <li>● I can explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment.</li> </ul>

lifestyle	<ul style="list-style-type: none"> <li>• I can say how those rules/guides can help anyone accessing online technologies</li> </ul>
Privacy and security	<ul style="list-style-type: none"> <li>• I can explain how passwords can be used to protect information, accounts and devices.</li> <li>• I can explain and give examples of what is meant by 'private' and 'keeping things private'</li> <li>• I can describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords)</li> <li>• I can explain how some people may have devices in their homes connected to the internet and give some examples (e.g. lights, fridges, toys, televisions.)</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>• I can recognise that content on the internet may belong to other people.</li> <li>• I can describe why other people's work belongs to them.</li> </ul>
Other areas	<ul style="list-style-type: none"> <li>• I can understand the importance of taking time away from using electronic devices.</li> </ul>

Year 3		
Digital Literacy		
Strand	Objective: Demonstrated through animation, explanation and presentation	Apps
Drawing	Consider the tools used for blending and shading in Sketches School and Keynote to add depth to digital 3D drawn shapes as well as using selection tools in Keynote to make edits	Keynote Sketches School
Photography	Manipulate photographs and learn about leading lines the rule of thirds using the grid option to draw	Camera

	the viewer's attention towards a focal point	
Video	Using Clips, consider framing, perspective, aspect ratio. In iMovie, become secure in using green screen, soundtracks and trailer projects	Clips iMovie
Keynote skills and animation	Learn about and use the differing animation categories within Keynote (build in, add action and build out), make use of line draw and use transition effects between slides and develop GIFs	Keynote
Presenting and publishing	Explore how to create charts for data collection, know about different export options and use the collaboration feature to work together with others on the same project, but from different devices. Use Pages as a word processor and note the similarities with Keynote	Keynote Pages
Computer Science and Robotics		
Computer Science and Robotics	Become introduced to LEGO WeDo 2.0 kits and explore a range of equipment that rely on information provided to different sensors for an output/reaction.	Lego WeDo 2.0
Online Safety		
Self-image and identity	<ul style="list-style-type: none"> <li>● I can explain what is meant by the term 'identity'</li> <li>● I can explain how people can represent themselves in different ways online.</li> <li>● I can explain ways in which someone might change their identity depending on what they are doing online (e.g. gaming; using an avatar; social media) and why</li> </ul>	
Online relationships	<ul style="list-style-type: none"> <li>● I can describe ways people who have similar likes and interests can get together online.</li> <li>● I can explain what it means to 'know someone' online and why this might be different from knowing someone offline.</li> <li>● I can explain what is meant by 'trusting someone' online, why this is different to 'liking someone' online, and why it is important to be careful about who to trust online including what information and content they are trusted with.</li> <li>● I can explain why someone may change their mind about trusting anyone with something if they feel nervous, uncomfortable or worried.</li> </ul>	

	<ul style="list-style-type: none"> <li>● I can explain how someone's feelings can be hurt by what is said or written online.</li> <li>● I can explain the importance of giving and gaining permission before sharing things online; how the principles of sharing online is the same as sharing offline e.g. sharing images and photos</li> </ul>
Online reputation	<ul style="list-style-type: none"> <li>● I can explain how to search for information about others online</li> <li>● I can give example of what anyone may or may not be willing to share about themselves online. I can explain the need to be careful before sharing anything personal</li> <li>● I can explain who someone can ask if they are unsure about putting something online.</li> </ul>
Negative online interactions  (Online bullying)	<ul style="list-style-type: none"> <li>● I can describe appropriate ways to behave towards other people online and why this is important.</li> <li>● I can give examples of how bullying behaviour could appear online and how someone can get support.</li> </ul>
Managing online information	<ul style="list-style-type: none"> <li>● I can demonstrate how to use key phrases in search engines to gather accurate information online.</li> <li>● I can explain what autocomplete is and how to choose the best suggestion</li> <li>● I can explain how the internet can be used to buy and sell things</li> <li>● I can explain the difference between a belief, an opinion and a fact and give examples of how and where they might be shared online. E.g. In videos, memes, posts, news stories etc.</li> <li>● I can explain that not all opinions shared may be accepted as true or fair by others (E.g. monsters under the bed)</li> <li>● I can describe and demonstrate how we can get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.</li> </ul>
Health, wellbeing and lifestyle	<ul style="list-style-type: none"> <li>● I can explain why spending too much time using technology can sometimes have a negative impact on anyone, e.g. mood, sleep, body, relationships; I can give examples of both positive and negative activities where it is easy to spend a lot of time engaged (e.g. doing homework, games, films, videos)</li> <li>● I can explain why some online activities have age restrictions, why it is important to follow them and know who I</li> </ul>

	can talk to if others pressure me to watch or do something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites)
Privacy and security	<ul style="list-style-type: none"> <li>• I can describe simple strategies for creating and keeping passwords private.</li> <li>• I can give reasons why someone should only share information with people they choose to and can trust. I can explain that if they are not sure of feel pressured • then they should tell a trusted adult.</li> <li>• I can describe how connected devices can collect and • share anyone’s information with others.</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>• I can explain why copying someone else’s work from the internet without permission isn’t fair and can explain what problems this might cause.</li> </ul>
Other areas	<ul style="list-style-type: none"> <li>• I can understand the importance of taking time away from screens and having a ‘digital detox’</li> </ul>

Year 4		
Digital Literacy		
Strand	Objective: Demonstrated through animation, explanation and presentation	Apps
Drawing	Consider perspective in digital drawing using a range of tools, pens and brushes and use opacity settings to include elements of transparency	Keynote Sketches School
Photography	Animate photos and learn about exposure settings to enhance photo opportunities	Camera
Video	Edit individual video clips by splitting and removing unwanted parts, fixing jump cuts with B-	iMovie

	rolls/overlays	
Keynote skills and animation	Explore the use of 'Build Order' to sequence animations as well as refining the animations already applied by adjusting the duration and other options	Keynote
Presenting and publishing	Explore page setups and appearances to format documents and through collaboration make use of comments to provide suggestions to changes. Through presenting in Keynote, keep on track with the points you want to discuss with the Presenter Notes feature.	Keynote Pages
Computer Science and Robotics		
Computer Science and Robotics	Progression of LEGO WeDo 2.0 with more complexity in using the equipment that provides information to different sensors for an output/reaction. Added open projects to demonstrate greater independence and depth of knowledge.	LEGO WeDo 2.0
Online Safety		
Self-image and identity	<ul style="list-style-type: none"> <li>● I can explain how my online identity can be different to my offline identity.</li> <li>● I can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them.</li> <li>● I can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this.</li> </ul>	
Online relationships	<ul style="list-style-type: none"> <li>● I can describe strategies for safe and fun experiences in a range of online social environments e.g. live streaming, gaming platforms.</li> <li>● I can give examples of how to be respectful to others online and how to recognise healthy and unhealthy behaviours.</li> <li>● I can explain how content shared online may feel unimportant to one person but may be important to other people's thoughts, feelings and beliefs.</li> </ul>	
	<ul style="list-style-type: none"> <li>● I can describe how to find out information about others by searching online.</li> </ul>	

Online reputation	<ul style="list-style-type: none"> <li>● I can explain ways that some of the information about anyone online could have been created, copied or shared by others</li> </ul>
Negative online interactions (Online bullying)	<ul style="list-style-type: none"> <li>● I can recognise when someone is upset, hurt or angry online.</li> <li>● I can describe ways people can be bullied through a range of media (e.g. image, video, text, chat)</li> <li>● I can explain why people need to think carefully about how content they post might affect others, their feelings and how it may affects how others feel about them (their reputation)</li> </ul>
Managing online information	<ul style="list-style-type: none"> <li>● I can analyse information to make a judgement about probable accuracy and I understand why it is important to make my own decisions regarding content and that my decisions are respected by others.</li> <li>● I can describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy (e.g. social media, image sites, video sites)</li> <li>● I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers; in-app purchases; pop ups) and can recognise some of these when they appear online.</li> <li>● I can explain why lots of people sharing the same opinions or beliefs online do not make those beliefs or opinions true.</li> <li>● I can explain that technology can be designed to act like or impersonate living things (e.g. bots) and describe what the benefits and risks might be.</li> <li>● I can explain what is meant by fake news e.g. why some people will create stories or alter photographs and put them online to pretend that something is true when it isn't.</li> </ul>
Health, wellbeing and lifestyle	<ul style="list-style-type: none"> <li>● I can explain how using technology can be a distraction from other things, in both a positive and negative way.</li> <li>● I can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to help with limiting this time.</li> </ul>
Privacy and security	<ul style="list-style-type: none"> <li>● I can describe strategies for keeping personal information private, depending on context. •</li> </ul>

	<ul style="list-style-type: none"> <li>• I can explain that internet use is never fully private and is monitored e.g. adult supervision</li> <li>• I can describe how some online services may seek consent to store information about me; I know how to respond appropriately and who I can ask if I am not sure.</li> <li>• I know what the digital age of consent is and the impact this has on online services asking for consent.</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>• When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to use it.</li> <li>• I can give some simple examples of content which I must not use without permission from the owner e.g. videos, music, images</li> </ul>
Self-image and identity	<ul style="list-style-type: none"> <li>• I can explain how my online identity can be different to my offline identity.</li> <li>• I can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them.</li> <li>• I can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this.</li> </ul>
Other areas	<ul style="list-style-type: none"> <li>• I can understand the importance in using devices for purpose and the negative effects of passive use and too much gaming</li> </ul>

Year 5		
Digital Literacy		
Strand	Objective: Demonstrated through animation, explanation and presentation	Apps

Drawing	Make use of tracing opportunities in Sketches School through opacity reduction and develop guideline use to support building on ideas and accuracy of sketches	Keynote Sketches School
Photography	Use photos to create collages and compositions using multiple photos that include the use of instant alpha to remove parts of a photo	Camera Keynote
Video	Use multiple video shots at one time through split-screen and picture-in-picture effects and consider the use of transitions between shots. Explore changes to the positioning and resizing of video when using green screen	iMovie
Keynote skills and animation	Make use of delays in build order to offset start points and bring together previously taught skills to create a motion graphic	Keynote
Presenting and publishing	Present with links and added music on Keynote and Pages with custom made themes. Create interactive charts and organise data.	Keynote Pages
Computer Science and Robotics		
Computer Science and Robotics	Introduction to LEGO Spike Prime robots, which provides the next step on from LEGO WeDo 2.0. Explore a range of equipment that rely on information provided to different sensors for an output/reaction.	LEGO Spike Prime
Online Safety		
Self-image and identity	<ul style="list-style-type: none"> <li>● I can explain how identity online can be copied/ modified or altered.</li> <li>● I can demonstrate how to make responsible choices about having an online identity, depending on context.</li> </ul>	
Online relationships	<ul style="list-style-type: none"> <li>● I can give examples of technology – specific forms of communication (e.g. emojis, memes, gifs)</li> <li>● I can explain that there are some people I can communicate with online who may want to do me or my friends harm/ I can recognise this is not my/our fault.</li> <li>● I can describe some of the ways people may be involved in online communities and describe how they might collaborate constructively with others and make positive contributions. (e.g. gaming communities or social media groups)</li> </ul>	

	<ul style="list-style-type: none"> <li>● I can explain how someone can get help if they are having problems and identify when to tell a trusted adult.</li> <li>● I can demonstrate how to support others (including those who are having difficulties) online.</li> </ul>
Online reputation	<ul style="list-style-type: none"> <li>● I can search for information about an individual online and summarise the information found.</li> <li>● I can describe ways that information about anyone online can be used by others to make judgements about an individual and why these may be incorrect.</li> <li>● I can explain the ways in which anyone can develop a positive online reputation</li> <li>● I can explain strategies anyone can use to protect the 'digital personality' and online reputation, including degrees of anonymity.</li> </ul>
Negative online interactions (Online bullying)	<ul style="list-style-type: none"> <li>● I can recognise that online bullying can be different to bullying in the physical world and can describe some of those differences.</li> <li>● I can describe how what one person perceives as playful joking and teasing (including banter) might be experienced by others as bullying</li> <li>● I can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult.</li> <li>● I can identify a range of ways to report concerns and access support both in school and at home about online bullying.</li> <li>● I can explain how to block abusive users</li> <li>● I can describe the helpline services which can help people experiencing bullying, and how to access them (e.g. Childline or The Mix)</li> </ul>
Managing online information	<ul style="list-style-type: none"> <li>● I can explain the benefits and limitations of using different types of search technologies e.g. voice-activated search engine. I can explain how some technology can limit the information I am presented • with e.g. voice-activated only giving one search result.</li> <li>● I can explain what is meant by 'being sceptical'; I can • give examples of when and why it is important to be sceptical. •</li> <li>● I can evaluate digital content and can explain how to make choices about what is trustworthy e.g. • differentiating between adverts and search results.</li> </ul>

	<ul style="list-style-type: none"> <li>● I can explain key concepts including: information, reviews, fact, opinion, belief, validity, reliability and evidence. •</li> <li>● I can identify ways the internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads.</li> <li>● I can describe ways of identifying when online content • has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content • creators, influencers)</li> <li>● I can explain what is meant by the term 'stereotype', how 'stereotypes' are amplified and reinforced online, and • why accepting 'stereotypes' may influence how people think about others.</li> <li>● I can describe how fake news may affect someone's • emotions and behaviour and explain why this may be harmful.</li> </ul>
Health, wellbeing and lifestyle	<ul style="list-style-type: none"> <li>● I can describe ways that technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively.</li> <li>● I can describe some strategies, tips or advice to promote health and well-being with regards to technology.</li> <li>● I can recognise the benefits and risks of accessing information about health and well-being online and how we should balance this with talking to trusted adults and professionals</li> <li>● I can explain how and why some apps and games may request or take payment for additional content (e.g. in-app purchases, loot boxes) and explain the importance of seeking permission from a trusted adult before purchasing</li> </ul>
Privacy and security	<ul style="list-style-type: none"> <li>● I can explain what a strong password is and demonstrate how to create one.</li> <li>● I can explain how many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice messages, geolocation) with others.</li> <li>● I can explain what app permissions are and can give some examples</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>● I can assess and justify when it is acceptable to use the work of others.</li> <li>● I can give examples of content that is permitted to be reused and know how this content can be found online.</li> </ul>

Other areas	<ul style="list-style-type: none"> <li>● Understand that the amount of time online can affect mental wellbeing</li> <li>● Understand the reasons for age limits on social media</li> <li>● Recognise peer pressure and how to combat this</li> <li>● Understand that people may act in certain ways online for likes, attention or hide how they are feeling</li> <li>● Understand that online friends are not always real friends and it is not all about the number of friends or followers</li> </ul>
-------------	--

Year 6		
Digital Literacy		
Strand	Objective: Demonstrated through animation, explanation and presentation	Apps
Drawing	Use additional shading techniques in Sketches School that include stippling, blending and contour lines as well as the ruler to develop horizon lines and one-point perspective drawing	Keynote Sketches School
Photography	Create memory movies and use Keynote Themes that include media placeholders to showcase a gallery of images	Camera Keynote
Video	Control audio within the project timeline by exploring fades and foreground/background audio options. Include use of Keynote presentation graphics within a project	iMovie Keynote
Keynote skills and animation	Further explore transitions between slides and use of 'Magic Move', focusing on start and end points of assets to create scroll-based parallax presentations	Keynote
Presenting and publishing	Use shape manipulation and break an existing shape into its individual components; use two or more shapes to combine, unite, subtract, exclude them and save these custom made shapes. Explore digital pie and scatter graphs and use conditional highlighting with data sets.	Keynote Pages Numbers
Computer Science and Robotics		
Computer Science and Robotics	Progression of LEGO Spike Prime with more complexity that incorporates use of cloud data and an increasing ability to reason and explain how programs work.	LEGO Spike Prime

## Online Safety

Self-image and identity	<ul style="list-style-type: none"> <li>● I can identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online.</li> <li>● I can explain the importance of asking until I get the help needed.</li> </ul>
Online relationships	<ul style="list-style-type: none"> <li>● I can explain how sharing something online may have an impact positively or negatively.</li> <li>● I can describe how to be kind and show respect for others online including the importance of respecting boundaries regarding what is shared about them online and how to support them if others do not.</li> <li>● I can describe how things shared privately online can have unintended consequences for others. E.g. Screen-grabs</li> <li>● I can explain that taking or sharing inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the sharer and others; and who can help if someone is worried about this.</li> </ul>
Online reputation	<ul style="list-style-type: none"> <li>● I can search for information about an individual online and summarise the information found.</li> <li>● I can describe ways that information about anyone online can be used by others to make judgements about an individual and why these may be incorrect.</li> <li>● I can explain the ways in which anyone can develop a positive online reputation</li> <li>● I can explain strategies anyone can use to protect the 'digital personality' and online reputation, including degrees of anonymity.</li> </ul>
Negative online interactions  (Online bullying)	<ul style="list-style-type: none"> <li>● I can describe how to capture bullying content as evidence (e.g. Screen-grab, URL, profile) to share with others who can help me.</li> <li>● I can explain how someone would report online bullying in different contexts.</li> </ul>

<p>Managing online information</p>	<ul style="list-style-type: none"> <li>● I can explain what is meant by a 'hoax'. I can explain why someone would need to think carefully before they share.</li> <li>● I can explain how search engines work and how the results are selected and ranked.</li> <li>● I can explain how to use search technologies effectively.</li> <li>● I can describe how some online information can be opinions and can offer examples.</li> <li>● I can explain how and why some people may present opinions as facts; why the popularity of an opinion or the personalities of those promoting it does not necessarily make it true, fair or perhaps even legal.</li> <li>● I can define the terms 'influence', 'manipulation', and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad targeting' and targeting for fake news.)</li> <li>● I understand the concept of persuasive design and how it can be used to influence peoples' choices.</li> <li>● I can demonstrate how to analyse and evaluate the validity of facts and information and I can explain why using these strategies are important.</li> <li>● I can explain how companies and news providers target people with online news stories they are more likely to engage with and how to recognise this.</li> <li>● I can describe the difference between online misinformation and disinformation.</li> <li>● I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how this might happen (e.g. the sharing of misinformation or disinformation).</li> <li>● I can identify , flag and report inappropriate content.</li> </ul>
<p>Health, wellbeing and lifestyle</p>	<ul style="list-style-type: none"> <li>● I can describe common systems that regulate age- related content (e.g. PEGI, BBFC, parental warnings) and describe their purpose</li> <li>● I recognise and can discuss the pressures that technology can place on someone and how/when they could manage this.</li> <li>● I can recognise features of persuasive design and how they are used to keep users engaged (current and future use)</li> <li>● I can assess and action different strategies to limit the impact of technology on health (e.g. night-shift mode, regular breaks, correct posture, sleep, diet and exercise)</li> </ul>
<p>Privacy and security</p>	<ul style="list-style-type: none"> <li>● I can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the browser).</li> </ul>

	<ul style="list-style-type: none"> <li>● I can explain what to do if a password is shared, lost or stolen.</li> <li>● I can describe how and why people should keep their software and apps up to date e.g. auto updates.</li> <li>● I can describe simple ways to increase privacy on apps and services that provide privacy settings.</li> <li>● I can describes ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing)</li> <li>● I know that online services have terms and conditions that govern their use.</li> </ul>
Copyright and ownership	<ul style="list-style-type: none"> <li>● I can demonstrate the use of a search tool to find and access online content which can be reused by others.</li> <li>● I can demonstrate how to make references to and acknowledge sources I have used from the internet.</li> </ul>
Self-image and identity	<ul style="list-style-type: none"> <li>● I can identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online.</li> <li>● I can explain the importance of asking until I get the help needed.</li> </ul>
Other areas	<ul style="list-style-type: none"> <li>● Understand the health risks of having too much time online (sleep, addiction, depression etc.)</li> <li>● To understand the term 'social silo' and the disadvantages of this</li> <li>● Have the confidence to be yourself and not conform to peer pressure or false body image expectations</li> <li>● Understand the hallmarks of a fake profile and the dangers of interacting with these</li> </ul>