



EYFS

ELG 15 – Technology

Recognise that a range of technology is used in places such as homes and schools.

Select and use technology for particular purposes.

Skills	Year 1	Year 2	Year3	Year 4	Year 5	Year 6
To communicate	Use a range of applications and devices in order to communicate ideas, work and messages.	Use a range of applications and devices in order to communicate ideas, work and messages.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Choose the most suitable applications and devices for the purposes of communication Use many of the advanced features in order to create high quality, professional or efficient communications	Choose the most suitable applications and devices for the purposes of communication Use many of the advanced features in order to create high quality, professional or efficient communications
To code	Control motion by specifying the number of steps to travel, direction and turn Add text strings, show and hide objects and change the features of an object. Select sounds and control when they are heard, their duration and volume. Control when drawings appear and set the pen colour, size and shape	Control motion by specifying the number of steps to travel, direction and turn Add text strings, show and hide objects and change the features of an object. Select sounds and control when they are heard, their duration and volume. Control when drawings appear and set the pen colour, size and shape	Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions). Use IF THEN conditions to control events or objects. Specify conditions to trigger events. Use the functions define, set, change,	Use specified screen coordinates to control movement Set the appearance of objects and create sequences of changes Create and edit sounds. Control when they are heard, their volume, duration and rests Control the shade of pens Specify conditions to trigger events	Set IF conditions for movements. Specify types of rotation giving the number of degrees. Change the position of objects between screen layers (send to back, bring to front) Combine the use of pens with movement to create interesting effects. Use a range of sensing tools (including proximity, user inputs,	Set IF conditions for movements. Specify types of rotation giving the number of degrees Combine the use of pens with movement to create interesting effects. Use the Boolean operators () < () () = () () > () ()and() ()or() Not()

	<p>Specify user inputs (such as clicks) to control events.</p> <p>Create conditions for actions by waiting for a user input.</p> <p>Specify the nature of events (such as a single event or a loop)</p> <p>Specify user inputs (such as clicks) to control events</p> <p>Control when drawings appear and set the pen colour, size and shape.</p>	<p>Specify user inputs (such as clicks) to control events.</p> <p>Create conditions for actions by waiting for a user input.</p> <p>Specify the nature of events (such as a single event or a loop)</p> <p>Specify user inputs (such as clicks) to control events</p> <p>Control when drawings appear and set the pen colour, size and shape.</p>	<p>show and hide to control the variables.</p>	<p>Use variables to store a value.</p> <p>Use the functions define, set, change, show and hide to control the variables.</p> <p>Use the Reporter operators () + () () - () () * () () / () to perform calculations.</p> <p>Use variables to store a value.</p> <p>Use the functions define, set, change, show and hide to control the variables.</p> <p>Specify conditions to trigger events.</p>	<p>loudness and mouse position) to control events or actions</p> <p>Set events to control other events by 'broadcasting' information as a trigger</p> <p>Use lists to create a set of variables.</p> <p>I can Use IF THEN ELSE conditions to control events or objects.</p> <p>I can Set IF conditions for movements.</p> <p>Specify types of rotation giving the number of degrees.</p> <p>Use the Reporter operators () + () () - () () * () () / () to perform calculations</p>	<p>to define conditions.</p> <p>Use the Reporter operators () + () () - () () * () () / () to perform calculations.</p> <p>Pick Random () to () Join () () Letter () of () Length of () () Mod () This reports the remainder after a division calculation Round () () of ().</p>
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<p>To connect</p>	<p>Participate in class social media accounts.</p> <p>Understand online risks and the age rules for sites.</p>	<p>Participate in class social media accounts.</p> <p>Understand online risks and the age rules for sites</p>	<p>Give examples of the risks posed by online communications.</p> <p>Understand the term 'copyright'.</p> <p>Understand how online services work.</p> <p>Understand that comments made online that are hurtful or offensive are the same as bullying.</p>	<p>Contribute to blogs that are moderated by teachers.</p> <p>Give examples of the risks posed by online communications.</p> <p>Understand the term 'copyright'.</p> <p>Understand that comments made online that are hurtful or offensive are the same as bullying.</p> <p>Understand how online services work.</p>	<p>Collaborate with others online on sites approved and moderated by teachers.</p> <p>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</p> <p>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</p> <p>Understand the effect of online comments and show responsibility and sensitivity when online.</p> <p>Understand how simple networks are set up and used.</p>	<p>Collaborate with others online on sites approved and moderated by teachers.</p> <p>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</p> <p>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</p> <p>Understand the effect of online comments and show responsibility and sensitivity when online.</p> <p>Understand how simple networks are set up and used.</p>
<p>To collect</p>	<p>Use simple databases to record information in areas across the curriculum.</p>	<p>Use simple databases to record information in areas across the curriculum.</p>	<p>Devise and construct databases using applications designed for this purpose in areas across the curriculum</p>	<p>Devise and construct databases using applications designed for this purpose in areas across the curriculum</p>	<p>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</p>	<p>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</p>