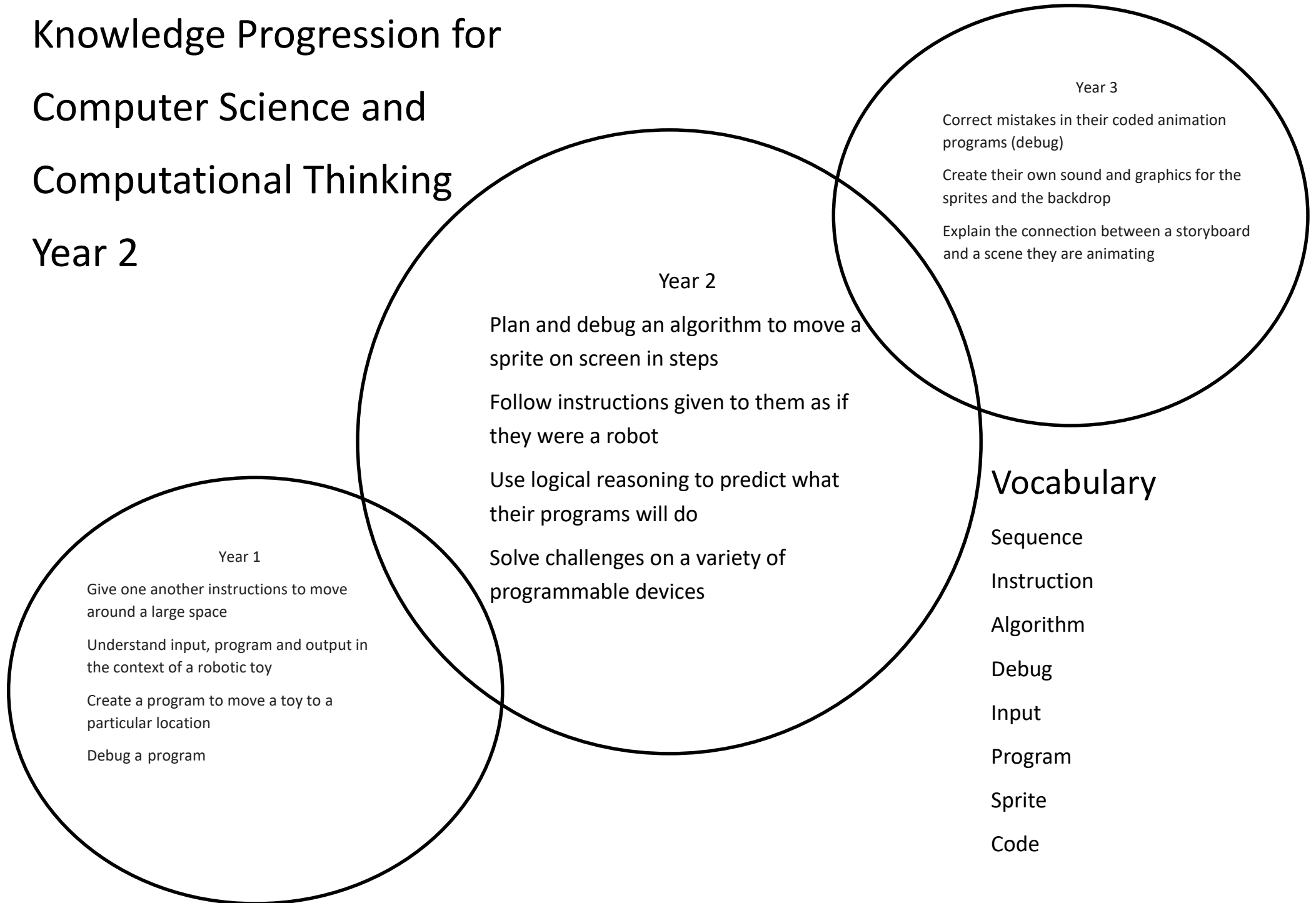


Knowledge Progression for Computer Science and Computational Thinking Year 2



Knowledge Progression for Digital Literacy and Online Safety

Year 2

Year 1

Search safely for images using online galleries

Appreciate that it is only OK to copy images where their creator has given permission

Know what to do if they see or hear something online that upsets them

Know that they should not post personal information or photos to the web

Understand that rules help us stay safe, both in the real world and online.

Understand the importance of playing games in shared spaces where grown-ups are available for support.

Year 2

Be aware of and observe age restrictions in commercial games

Know that they should tell their parents or carers if they are concerned about something in a computer game

Understand that playing computer games should be balanced with other activities

Reflect on what makes games enjoyable and sometimes addictive

Begin to understand the concept of online bullying and how to respond

Year 3

Can give some examples of things they should or should not do when using digital technology in a range of contexts

Can use email responsibly to communicate with a classmate or as part of a class project

Can decide which website they think will be most useful for their purpose or to answer a question they have.

Begin to understand that information shared online cannot always be controlled

Develop a deeper understanding of the consequences of online bullying

Understand the role of a bystander in online bullying.

Vocabulary

Internet

Multiplayer Games

Age Restrictions

Safe

Report

Permission

Online bullying

Addiction

Knowledge Progression for Information Technology

Year 2

Year 1

Can use a range of digital technologies to store and access digital content.

Use a paint program to create an illustration, edit and improve an image

Be able to retrieve previously saved work

Record sound effects or dialogue using a digital audio recorder (or software)

Review and improve recordings

Understand how to use the keyboard to enter alphabetic and non-alphabetic characters

Combine text, image or sound to make eg a greetings card or ebook with a clear purpose

Film video, keeping the camera still and steady

Join video clips together

Year 2

Take photos using a digital camera, tablet or smartphone

Take focused, sharp photos

Apply adjustments and effects to digital photos

Select their favourite photos for inclusion in a shared portfolio

Find useful information and images on we-sites.

Create short presentations or Information leaflets

Save and retrieve their presentations; add images or other media as appropriate.

Create charts to show data they collect

Explore Google Maps or Google Earth to find a familiar location

Year 3

Can use a range of programs on a computer or tablet

Be able to research a topic efficiently

Be able to find appropriate, Creative Commons licensed images using Google

Design and record an effective PowerPoint (or similar) presentation

Analyse existing video/film to learn how this is shot

Record high quality footage

Export the movie from eg an animation app or camera roll to a video editing app or software

Edit clips and films and record a detailed, informative commentary or narrative

Collect data via the internet

Move information between different applications eg add data collected to a chart or graph

Analyse the data collected

Vocabulary

Save

Open

Focus

Information

Research

Charts