- Explain some of the key features of a Word document.
- Create a word document as a class.
- Create a word document to present information.
- Add text to a word document.
- Save work
- Find saved work.
- Print completed work.

- Add pictures and text to work.
- Record and store data on the IPad.
- Retrieve and manipulate digital content
- Find errors and amend.
- Create a story using book creator.
- Add animation and voice recording to a story.
- Produce a simple presentation using app (spark app)

- Know how technology is used inside and outside of school.
- Follow and explain the SMART rules
- Explain how to use technology safely and respectfully.
- Discuss how to be safe on the internet.
- Explain how to keep personal information private.
- Discuss how to use technology safely.
- Access a website safely.
- Explain what a pop up is and what to do if one comes on while using the internet.
- Recognise advertising and learn how to ignore it, creating a poster explaining where to go for help when using technology.
- Send emails safely.
- Explain where to go for help if concerned.
- Explain what a digital footprint is and write down their own digital footprint.

Stalyhill Infant School
Curriculum Intent - Computing



- Explain the key features of an email.
- Explain the purpose of emails.
- Open an email.
- Formulate a written email with a friend.
- Create a class email with a teacher.
- Send an email safely with a friend.
- Send an email independently.

- Explain that information can be received from a computer.
- Operate simple equipment.
- Show skill in making toys work by pressing parts to achieve effects such as sound, movements or new images.
- Show an interest in a technological toy.
- Explain what an algorithm is.
- Create a series of instructions.
- Plan a journey for a programmable toy.
- Use design mode to add and change backgrounds and add characters.
- Discuss how algorithms are used on digital devices.
- Use a range of instructions (direction, angles, turns)
- To explain what debugging means.
- Find errors and amend (debug)
- Use and read block codes that they have created.
- Predict what the outcomes of a simple program will be.
- Demonstrate that a program requires precise instructions.
- Create a complex game (Alex / Scratch)

- Select and use technology for a purpose.
- Use a camera on an Ipad.
- Use a camera to video.
- Record sound and play back.
- Know where some of the keys are on a keyboard.
- Recreate a piece of art using a paint program

- Explain how to navigate the internet using search engines provided by the school.
- Know how to refine searches using the search tool.
- Answer questions linked to a topic using a search engine.
- Show how to bookmark a website.
- Understand that it is not always possible to copy everything on the internet.
- Use a password to login to a website provided by school (sumdog)
- Navigate the internet to find an e-book.