

## **Coverage of LKS2 objectives**

LKS2	Objective	Pupils	Pupils	Pupils
	(those in bold are the NC end of KS2 objectives)	working	working	working
		towards	at	beyond
E-Safety	I understand the need for rules to keep me safe when exchanging learning and ideas online.			
	I can recognise that information on the internet may not be accurate or reliable and may be used for bias, manipulation or persuasion.			
	I understand that the internet contains fact, fiction and opinion and begin to distinguish between them.			
	I can understand the need for caution when using an internet search for images and what to do if they find an unsuitable image.			
	I can understand the need to keep personal information and passwords private.			
	I can understand that if I make personal information available online it may be seen and used by others.			
	I know how to respond if asked for personal information or feel unsafe about content of a message.			
	I can recognise that cyber bullying is unacceptable and will be sanctioned in line with the school's policy.			
	I know how to report an incident of cyber bullying.			
	I know the difference between online communication tools used in school and those used at home.			
	I can understand the need to develop an alias for some public online use.			
	I can understand that the outcome of internet searches at home may be different than at school.			
	To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			



I can experiment with variables to control models.			
I can use 90 degree and 45 degree turns.			
I can give an on-screen robot directional instructions.			
I can draw a square, rectangle and other regular shapes on screen, using commands.			
I can write more complex programs.			
I can use repeat instructions to draw regular shapes on screen, using commands.			
I can experiment with variables to control models.			
I can make turns specifying the degrees.			
I can give an on-screen robot specific directional instructions that takes them from x to y.			
I can make accurate predictions about the outcome of a program I have written.			
To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.			
I can input data into a prepared database.			
I can sort and search a database to answer simple questions.			
I can use a branching database.			
I can recognise what a spread sheet is.			
I can use the terms 'cells', 'rows' and 'columns'.			
I can enter data, highlight it and make bar charts.			
To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			
	I can use 90 degree and 45 degree turns.  I can give an on-screen robot directional instructions.  I can draw a square, rectangle and other regular shapes on screen, using commands.  I can write more complex programs.  I can use repeat instructions to draw regular shapes on screen, using commands.  I can experiment with variables to control models.  I can make turns specifying the degrees.  I can give an on-screen robot specific directional instructions that takes them from x to y.  I can make accurate predictions about the outcome of a program I have written.  To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.  I can input data into a prepared database.  I can sort and search a database to answer simple questions.  I can use a branching database.  I can use the terms 'cells', 'rows' and 'columns'.  I can enter data, highlight it and make bar charts.  To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including	I can use 90 degree and 45 degree turns.  I can give an on-screen robot directional instructions.  I can draw a square, rectangle and other regular shapes on screen, using commands.  I can write more complex programs.  I can use repeat instructions to draw regular shapes on screen, using commands.  I can experiment with variables to control models.  I can make turns specifying the degrees.  I can give an on-screen robot specific directional instructions that takes them from x to y.  I can make accurate predictions about the outcome of a program I have written.  To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  To use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.  I can input data into a prepared database.  I can use a branching database to answer simple questions.  I can use the terms 'cells', 'rows' and 'columns'.  I can enter data, highlight it and make bar charts.  To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including	I can use 90 degree and 45 degree turns. I can give an on-screen robot directional instructions. I can draw a square, rectangle and other regular shapes on screen, using commands. I can write more complex programs. I can use repeat instructions to draw regular shapes on screen, using commands. I can experiment with variables to control models. I can experiment with variables to control models. I can give an on-screen robot specific directional instructions that takes them from x to y. I can make accurate predictions about the outcome of a program I have written. To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. To use sequence, selection, and repetition in programs; work with variables and various forms of input and output. To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. I can input data into a prepared database. I can use a branching database. I can use a branching database. I can use the terms 'cells', 'rows' and 'columns'. I can use the terms 'cells', 'rows' and 'columns'. I can enter data, highlight it and make bar charts. To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including



Charles Control			
Data retrieving & organising	I can capture images using a variety of electronic devices.		
	I can review images on a camera/device and delete unwanted images.		
	I can use photo editing software to crop photos and add effects.		
	I can manipulate sound when using simple recording story boarding.		
	I can choose images and download into a file.		
	I can download images from the camera/device into files on the computer.		
	I can copy graphics from a range of sources and paste into a desktop publishing program.		
	To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		
	I can find relevant information by browsing a menu.		
	I can search for an image, then copy and paste it into a document.		
	I can use 'Save picture as' to save an image to the computer.		
	I can copy and paste text into a document.		
	I can begin to use note making skills to decide what text to copy.		
	I can use a search engine to find a specific website.		
Using the Internet	I can use note-taking skills to decide which text to copy and paste into a document.		
	I can use tabbed browsing to open two or more web pages at the same time.		
	I can open a link to a new window.		
	I can open a document (PDF) and view it.		
	To understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration.		
	To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.		



	I can use an email address book.		
Communicating	I can open and send an attachment.		
	I can appreciate the benefits of ICT to send messages and to communicate.		
	I can use the automatic spell checker to edit spellings.		
	To understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration.		
Presentation	I can create a presentation that moves from slide to slide and is aimed at a specific audience.		
	I can combine text, images and sounds and show awareness of audience.		
	I know how to manipulate text, underline text, centre text, change font and size and save text to a folder.		
	I can insert sound recordings into a multimedia presentation.		
	To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content, that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		