



Westgate Primary School

Computing key knowledge Overview

YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Know what a keyboard and mouse are.</p> <p>Know important keys such as space bar, enter, delete, backspace.</p> <p>Know what the term typing means.</p> <p>Know what the terms, open file, close file, save file, log in and log out mean.</p> <p>Know that files/work can be saved and that the work can be reopened another time.</p> <p>Know that it is important to save a file with an accurate and appropriate name.</p> <p>Know what print means.</p> <p><u>Digital Research</u></p> <p>Know different ways of finding out information. Internet, books etc.</p>	<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Know what text is and that the style, size and colour can be easily changed.</p> <p>Know what multimedia means. (Pictures, Videos etc).</p> <p>Know that files can be stored in folders and organised.</p> <p>Know the various different ways of capturing still and moving pictures.</p> <p>Know and name different ways to communicate ideas i.e. graphs, tables, text, sound, pictures.</p> <p><u>Digital Research</u></p> <p>Know that information can be found on the internet to answer specific questions or find specific facts.</p>	<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Know what cut, copy and paste mean.</p> <p><u>Digital Research</u></p> <p>Know that information found as a result of a search can vary in relevance.</p>	<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Recognise the features of good page design and multimedia presentations in a Power Point (PPT Autumn 2)</p> <p>Recognise and use key layout and design features, e.g., text boxes, columns and borders (PPT Autumn 2)</p> <p>Know what a spreadsheet is and recognise some of its functions.</p> <p>Know that planning is a vital part of the design process. (making a storyboard as part of planning in 2Animate</p> <p><u>Digital Research</u></p>	<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Recognise the features of good design in different printed and electronic texts, (e.g. a poster, website, presentation).</p> <p>Recognise transitions and animations in presentations.</p> <p>Know the formula wizard can add a formula to a cell to automatically make a calculation in a spreadsheet.</p> <p><u>Digital Research</u></p> <p>Know that there are different search engines; some to search within sites, and some to search the wider Internet.</p>	<p><u>Create, Manage and Manipulate Digital Content.</u></p> <p>Understand the presentation and quality of digital work can be enhanced by importing images, video and sounds.</p> <p>Know how to use criteria to evaluate the quality of my own and others digital solutions, suggesting refinements.</p> <p><u>Digital Research</u></p> <p>Know that the accuracy and reliability of information can vary depending on the source.</p>

<p><u>Electronic Communication.</u></p> <p>Know that messages can be sent electronically.</p> <p>Know what an email is.</p>	<p><u>Electronic Communication.</u></p> <p>Know that an email has to be sent to a unique email address.</p> <p>Know what a subject heading is and that is important that it is appropriate when sending an email.</p>	<p><u>Electronic Communication.</u></p> <p>Recognise the effect that content in their communications may have on others.</p> <p>List a range of ways the internet can be used to provide different methods of communication.</p>	<p><u>Electronic Communication.</u></p> <p>Understand that some emails and other forms of electronic communications may be malicious or inappropriate and recognise when an attachment may be unsafe to open.</p>	<p><u>Electronic Communication.</u></p> <p>Know what cc and bcc facilities represent on an e-mail.</p>	<p><u>Electronic Communication.</u></p> <p>Know the value of protecting my privacy and others online.</p>
<p><u>Programming</u></p> <p>Know what the term algorithm means.</p> <p>Know what the term bug and debug means.</p> <p>Know what devices at home are controlled by commands.</p>	<p><u>Programming</u></p> <p>Know what trial and error is and that is important when creating programs. (Code).</p> <p>Know what logical reasoning means.</p> <p>Know when a program needs debugging. (The program is not working and needs fixing).</p>	<p><u>Programming</u></p> <p>Know how to 'read' others' code and predict what will happen in a program.</p> <p>Know how to plan and write programs that accomplish specific goals.</p>	<p><u>Programming</u></p> <p>Understand what the terms sequence, repetition and selection mean and know how to use them in programs.</p> <p>Know that a specific error within a program can prevent it following the desired algorithm.</p> <p>Know how to read programs that contain several steps and predict the outcomes with increasing accuracy (4.5 Logo).</p>	<p><u>Programming</u></p> <p>Know the meaning of the terms: sequence, repetition and selection.</p>	<p><u>Programming</u></p> <p>Know that important aspects of a programming task can be decomposed in a logical way and identify appropriate coding structures that would work.</p> <p>Know how to carefully plan before constructing digital content such as a text adventure game.</p>