

	Computer Science	Information Technology	Digital literacy
Year 1 & 2 (KS1)	Programming program command error instructions algorithm sequence code debug evaluate bug Computational thinking and problem solving pattern order Data transfer and networks file save internet connect copy move share folder website	Hardware computer screen mouse keyboard button touchscreen trackpad device input output Software open close toolbar program application (app) software icon menu settings Creating media edit text tool cursor keys digital content delete format cut copy paste image Data handling data sort	Online safety online personal information trusted adult pop up Skills drag and drop scroll click/tap select double click log in/out right click/press and hold left click/press
Year 3 & 4 (Lower KS2)	Programming loop variable condition if statement Computational thinking and problem solving decomposition abstraction pattern recognition algorithm design Data transfer and networks Cloud Network World Wide Web (web) web page	Hardware Peripheral port components connector wireless wired technology Software shortcut folder creating media align audio brightness contrast effect crop layer timeline video clip Data handling Branching database	Online safety anonymous Skills N/A

	Computer Science	Information Technology	Digital literacy
Year 5 & 6 (Upper KS2)	Programming nested loop conditional statement syntax pixel Computational thinking and problem solving N/A Data transfer and networks search packet data encryption download upload security	Hardware internal physical device hardware Software interface artificial intelligence browser Creating media multimedia resolution template Data handling spreadsheet cell row column formula	Online safety cyber attack hackers online platform Skills Screen sharing