School: Harlington Lower School



Intent	We want our pupils to become digitally literate using various forms of technology across the curriculum. We want our pupils to be able to apply their											
	computing skills a	cross all areas of	the curriculum. W	/e want them to	understand new o	digital systems and	d advance their c	omputational thir	nking skills. We			
	aim for our childre	en to be equippe	d for the future w	ork place in a wo	orld of technology	•						
EYFS	Children should co	ome to Year 1 wit	th the following sk	tills and knowled	ge.							
	Personal. Social ai	nd Emotional Dev	velopment	с I II								
	 Show resi 	lience and persev	verance in the face	e of a challenge.								
	Know and	I talk about the d	ifferent factors th	at support their	overall health and	wellbeing: -sensi	ble amounts of 's	creen time'.				
	 Be confide 	ent to try new ac	tivities and show i	ndependence, r	esilience and pers	everance in the fa	ce of challenge. (ELG)				
	 Explain th 	e reasons for rul	es, know right fror	m wrong and try	to behave accord	ingly. (ELG)						
	Physical Development											
	 Develop their small motor skills so that they can use a range of tools competently, safely and confidently 											
	Expressive Arts ar	nd Design										
	 Explore, u 	ise and refine a v	ariety of artistic ef	ffects to express	their ideas and fe	elings.						
	 Safely use 	and explore a va	ariety of materials	, tools and techr	liques, experimen	ting with colour, c	lesign, texture, fo	orm and function.	(ELG)			
	Autumn Spring Summer											
Year 1												
Unit	1.1 Online	1.2 Grouping	1.3 Pictograms	1.4 Lego	1.5 Maze	1.6 Animated	1.7 Coding	1.8	1.9 Technology			
	Safety	and sorting		Builders	Explorers	Story Books		Spreadsheets	outside school			
Vocabulary	Avatar	Sort	Collect Data	Algorithm	Algorithm	Animation	Action	Button	Computer			
	Button File Name	Criteria	Compare Data	Code	Challenge	Background	Algorithm	Calculations	Technology			
		group	Pictogram Record Results	Debugging	Direction	E-book	Code	Clin-art				
			Title	Instructions	Instruction	Edit	Coding	Column				
	Log out			Program	Left and Right	Font	Command	Count tool				
	Menu			5	Route	Sound	Debug/	Data				
	My Work Area				Undo	Sound Effect	Debugging	Delete				
	Private				Unit	Text	Event	Image				
	Password						Execute	Lock cell				
							Instruction	Move cell				
							Object	Row				
							Dutput	Speak tool				
							Programmer	Value				
							Properties	Value				



School: Harlington Lower School

SkillsTo log in sately.To sort itemsTo collect dataTo compare theTo understandTo introduce e-To understandTo understandTo walk aroundTo learn how tousing a range ofand presentand presenteffects ofthebooks and thewhatspreadsheetthe localopen, save andcriteria. To sortitems on theformat. Toto instructionsthe directiontool. To addand predictlike. To locatefind exampleshow to findcomputer usingcontribute to acost pictogram.tass pictogram.tass withoutunderstandstory. To addhappen whenPurple Mash.technology isunderstand theactivities inTo use acompletehow to createsound to athey areTo enter dataused. To recordlogging out.Purple Mash.pictogram torecord thero follow andof instructionsof instructionsvoice recordinguse code tospreadsheettechnologyuside school.cells. To understanduse thechildren havecomputerzoreareoutside school.outside school.				— II (1 (- · · ·		-	
To learn how to open, save and print. To learnusing a range of open, save and print. To learnand present (treira. To sort)effects of data in picture adhering strictlythe functionality of to instructionswhatspreadsheetthe local program looksprint. To learn how to find saved work. To understand the importance of logging out.items on the the 'Grouping'format. To computer using contribute to a class pictogram.to instructions to completing tasks withoutthe direction understandtool. To add animation to a story. To addand predict what mightlike. To locate of wherefind examples of whereImportance of logging out.Purple Mash.To use a pictogram to record the experiment.To follow and record the results of an experiment.of instructions instructionsand being a set story. To addstory, including and music the make afollowed. To intointo examples of outside school.Importance of logging out.Purple Mash.record the results of an experiment.To follow and instructions on instructionsof instructions and debug a set instructionsstory, including and music the make afollowed. To intostory outside school.Importance of logging out.Purple Mash.create simple instructions on instructionsstory, including and neutorsfollowed. To make astory outside school.Importance of logging out.Purple Mash.record the results of an experiment.create simple instructions on instruc	Skills	To log in safely.	To sort items	To collect data	To compare the	To understand	To introduce e-	To understand	To know what a	To walk around
open, save and print. To learn how to find saved work. To understand the logging out.criteria. To sort items on the format. Todata in picture format. Toadhering strictly to instructionsfunctionality of the direction2Create a Story tool. To addinstructions are and predictprogram looks like. To locatecommunity and find examplesnow to find saved work. To understand the importance of logging out.computer using the 'Grouping'contribute to a class pictogram.to completing tasks withoutkeys. To understandanimation to a story. To addwhat might2Calculate in of whereof where technology islogging out.purple Mash.pictogram to record the results of an experiment.instructions, record the results of an experiment.of instructions, record the record the record the results of an experiment.use the additionalcomputer to instructionssound to a story, including and music the make aprogram. To image tools to image tools tooutside school.notcreate simple the computer.create simple additionalcomposed. To work on a more work on a moreprogram. To understandimage tools to image tools to		To learn how to	using a range of	and present	effects of	the	books and the	what	spreadsheet	the local
print. To learn how to find saved work. To understand the logging out.items on the computer using the 'Grouping'format. To contribute to a to completing tasks withoutthe direction keys. To understandtool. To add animation to a animation to aand predict what mightlike. To locate 2Calculate in how to find 2Calculate infind examples of whereunderstand the importance of logging out.the 'Grouping' activities inclass pictogram. To use atasks without instructions.understand and debug a set of instructionsstory. To add story. To addhappen when they arePurple Mash.used. To record examples of technology islogging out.Purple Mash.pictogram to record the results of an experiment.of lolow and recate simpleof instructions (algorithm). To use the instructionsstory, including orice recording and music the make astore cells. To use cells. To useoutside school.utside school.the computer. the computer.additional direction keyscomposed. To work on a more understandimage tools to add clinaet toimage tools to		open, save and	criteria. To sort	data in picture	adhering strictly	functionality of	2Create a Story	instructions are	program looks	community and
how to find saved work. To understand the importance of logging out.computer using the 'Grouping' activities incontribute to a class pictogram.to completing tasks withoutkeys. To understandanimation to a story. To addwhat might happen when2Calculate in Purple Mash.of where technology is used. To recordImportance of logging out.Purple Mash.To use a pictogram to record the experiment.To follow and experiment.of instructions (algorithm). To use the computer.story, including and debug a set (algorithm). To and music the and music the computervoice recording make ause code to cells. To use cells. To usestory.spreadsheet cells. To usetechnology used. To record examples of technologyImportance of logging out.Purple Mash.To use a pictogram to record the results of an experiment.To follow and receate simple the computer.of instructions (algorithm). To and music the additionaluse code to make aspreadsheet cells. To use technologyoutside school.To considerTo considerdirection keyswork on a more understandunderstandadd clipart to		print. To learn	items on the	format. To	to instructions	the direction	tool. To add	and predict	like. To locate	find examples
saved work. To understand the importance of logging out.the 'Grouping' activities in Purple Mash.class pictogram. To use a pictogram to record the results of an experiment.tasks without complete instructions.understand how to create and debug a setstory. To add sound to ahappen when they are they arePurple Mash.technology is used. To record used. To record technology0Iogging out.Purple Mash.To use a pictogram to record the results of an experiment.To follow and create simple instructions on instructions on the computer.of instructions (algorithm). To use the additionalhow to create sound to ahow to a they are they arePurple Mash.technology is used. To record technology0Purple Mash.Purple Mash.To use a pictogram to record the results of an experiment.of instructions recate simple instructions on the computer.story, including and debug a set of instructionshow to create sound to ahow to a they are sound to aPurple Mash.technology used. To record used. To record0Iogging out.Purple Mash.Follow and record the results of an experiment.of instructions instructions on use the the computer.nd music the and dimensional use the the computer.nd music the additionalname a record. To program. Tocells. To use image tools tooutside school.To considerTo considerdirection keyswork on a more work on a moreunderstand understandadd clina		how to find	computer using	contribute to a	to completing	keys. To	animation to a	what might	2Calculate in	of where
understand the importance of logging out.activities in Purple Mash.To use a pictogram to record the results of an experiment.complete instructions.how to create and debug a set of instructions.sound to a story, including of instructionsTo enter data intoused. To record examples of technology0logging out.Purple Mash.To use a pictogram to record the results of an experiment.To follow and recate simple instructions on the computer.sound to a and debug a set (algorithm). To use thethey are story, including of instructiong and music the children have the computer.To enter data intoused. To record examples of technology outside school.the computer.instructions on instructions on the computer.use the additional composed. To work on a more work on a moreTo enter data intoused. To record examples of technology outside school.		saved work. To	the 'Grouping'	class pictogram.	tasks without	understand	story. To add	happen when	Purple Mash.	technology is
importance of logging out.Purple Mash.pictogram to record the results of an experiment.instructions.and debug a set of instructionsstory, including voice recording and music the children havefollowed. To spreadsheetinto technology outside school.Importance of logging out.Purple Mash.pictogram to record the results of an experiment.instructions.and debug a set of instructionsstory, including voice recording and music the children havefollowed. To use code to make ainto spreadsheet cells. To use outside school.Importance of voice recording instructions on the computer.instructions on additionalstory, including voice recording use thefollowed. To use code to make ainto examples of technology outside school.Importance of voice recording the computer.instructions on additionaluse the composed. To work on a more work on a moreintoexamples of technology outside school.		understand the	activities in	To use a	complete	how to create	sound to a	they are	To enter data	used. To record
logging out.record the results of an experiment.To follow and create simple instructions on the computer.voice recording and music the children have composed. To work on a moreuse code to make aspreadsheet cells. To use outside school.technology outside school.		importance of	Purple Mash.	pictogram to	instructions.	and debug a set	story, including	followed. To	into	examples of
results of an experiment. results of an experim		logging out.		record the	To follow and	of instructions	voice recording	use code to	spreadsheet	technology
experiment. instructions on the computer. use the children have computer composed. To program. To image tools to add clipart to the composed. To program. To image tools to add clipart to the composed. To program. To consider to the composed composed. To program. To image tools to add clipart to the composed composed. To program. To the composed composed composed. To program. To the composed composed composed composed. To program. To the composed compo				results of an	create simple	(algorithm). To	and music the	make a	cells. To use	outside school.
the computer. additional composed. To program. To image tools to				experiment.	instructions on	use the	children have	computer	2Calculate	
To consider direction keys work on a more understand add light to				•	the computer.	additional	composed. To	program. To	image tools to	
					To consider	direction keys	work on a more	understand	add clipart to	
how the order as part of an complex story what object and cells. To use					how the order	as part of an	complex story	what object and	cells. To use	
of instructions algorithm To including actions are To 2 Calculate					of instructions	algorithm To	including	actions are To	2Calculate	
affects the understand adding understand control tools:					affects the	understand	adding	understand	control tools:	
result how to change backgrounds what an event lock move cell					rosult	how to change	hackgrounds	what an event	lock move cell	
and extend the lock on the lock in the loc					Tesuit.	and oxtond the	and conving		spoak and	
allo exterio the and posting is. To use all speak and						allo exterio trie	and pasting	is. To use all	speak and	
algorithm list. and pasting event to control count.							and pasting	event to control	count.	
To create a pages. To share an object. To						To create a	pages. To share	an object. To		
Ionger e-books on a begin to						longer	e-books on a	begin to		
algorithm for an class display understand						algorithm for an	class display	understand		
activity. To set board. how code						activity. To set	board.	how code		
challenges for executes when						challenges for		executes when		
peers. To access a program is						peers. To access		a program is		
peer challenges run. To						peer challenges		run. To		
set by the understand						set by the		understand		
teacher as what						teacher as		what		
2Dos. backgrounds						2Dos.		backgrounds		
and objects are.								and objects are.		
To plan and								To plan and		
make a								make a		
computer								computer		
program.								program.		
Knowledge To understand To know how to To understand To know that an To know that an To know that an To know that an To understand To know that	Knowledge	To understand	To know how to	To understand	To know that an	To know that an	To know that an	To know that an	To understand	To know that
the importance organise data. that data can algorithms is a algorithms is a animated story algorithms is a what a technology is all		the importance	organise data.	that data can	algorithms is a	algorithms is a	animated story	algorithms is a	what a	technology is all
of keeping be collected set of set of set of set of spreadsheet is around us.		of keeping	J I	be collected	set of	set of	, is a story where	set of	spreadsheet is.	around us.
information and presented instructions, instructions, the images can instructions. To know		information		and presented	instructions	instructions	the images can	instructions	To know	
safe.		safe.		in the form of a	To know	To know	move in a	To know	spreadsheet	
nictogram computer computer variety of ways computer vocabulary. To				nictogram	computer	computer	variety of ways	computer	vocabulary To	
programs turn programs turn To know that e- programs turn begin using the				PictoBrain.	programs turn	programs turn	To know that e-	programs turn	hegin using the	



School: Harlington Lower School

	algorithms into codes. To know that programs follow precise and unambiguous instructions.	algorithms into codes. To know that programs follow precise and unambiguous instructions. To know if something does not work it is because the code is incorrect.	books include animation pages, sounds, narration and music.	algorithms into codes. To know that programs follow precise and unambiguous instructions. To know if something does not work it is because the code is incorrect.	tools in a spreadsheet.	
Visit/Special Occasions	Safer Internet Day					

School: Harlington Lower School

Year 2									
Unit	2.1 Coding	2.2 Online	2.3	2.4	2.5 Effective	2.6 Creating	2.6 Creating	2.7 Making	2.8 Presenting
		Safety	Spreadsheets	Questioning	Searching	Pictures	Pictures	Music	Ideas
Vocabulary	Action	Attachment	Block Graph	Binary Tree	Digital	Art	Art	Beat	E-book
	Algorithm	Digital footprint	Cell	Data	Footprint	Fill	Fill	Compose	Fact file
	Background	Email	Column	Database	Domain	Impressionism	Impressionism	Note	Fiction
	Bug	Filter	Сору	Field	Internet	Palette	Palette	Tune	Mind map
	Button	Internet	Count tool	Pictogram	Network	Pointillism	Pointillism	Sound Effect	Node
	Click events	Personal	Data	Question	Search Engine	Style	Style	Soundtrack	Non-fiction
	Collision	information	Drag	Record	Web Address	Surrealism	Surrealism	Speed	Presentation
	detection	Private	Equals	Search	Web Page			Tempo	Quiz
	Command	information	Equals tool	Sort	World Wide			Volume	
	Debug /	Search	Label		Web				
	Debugging	Secure	Row		Web Site				
	Event	Sharing	Speak tool						
	Execute		Table						
	Implement		Total						
	Instructions								
	Interaction								
	Interval								
	Object								
	Output								
	Properties								
	Run								
Skills	To understand	To know how to	To use	To learn about	To understand	To learn the	To learn the	To make music	To explore how
	what an	refine searches	2Calculate	data handling	the terminology	functions of the	functions of the	digitally using	a story can be
	algorithm is. To	using the	image, lock,	tools that can	associated with	2Paint a Picture	2Paint a Picture	2Sequence.	presented in
	create a	Search tool. To	move cell,	give more	searching. To	tool. To learn	tool. To learn	To explore, edit	different ways.
	computer	use digital	speak and	information	gain a better	about and	about and	and combine	To make a quiz
	program using	technology to	count tools to	than	understanding	recreate the	recreate the	sounds	about a story or
	an algorithm.	share work on	make a	pictograms. To	of searching on	Impressionist	Impressionist	using	class topic. To
	To create a	Purple Mash to	counting	use yes/no	the Internet. To	style of art	style of art	2Sequence.	make a fact file
	program using a	communicate	machine. To	questions to	create a leaflet	(Monet, Degas,	(Monet, Degas,	To edit and	on a non-fiction
	given design. To	and connect	learn how to	separate	to help	Renoir). To	Renoir). To	refine	topic. To make
	understand the	with others	copy and paste	information. To	someone	recreate	recreate	composed	a presentation
	collision	locally. To have	in 2Calculate.	construct a	search for	Pointillist art	Pointillist art	music. To think	to the class.
	detection	some	To use the	binary tree to	information on	and look at the	and look at the	about how	
	event. To	knowledge and	totalling tools.	identify items.	the Internet.	work of	work of	music can be	
	understand that	understanding	To use a	To use		pointillist artists	pointillist artists	used to express	
	algorithms	about sharing	spreadsheet for	2Question (a		such as Seurat.	such as Seurat.	feelings and	
	follow a	more globally	money	binary tree		To learn about	To learn about	create tunes	

School: Harlington Lower School

	sequence. To	on the Internet.	calculations. To	database) to		the work of Piet	the work of Piet	which depict		ł
	design an	To introduce	use the	answer		Mondrian and	Mondrian and	feelings. To		ł
	algorithm that	Email as a	2Calculate	questions. To		recreate the	recreate the	upload a sound		ł
	follows a timed	communication	equals tool to	use a database		style using the	style using the	from a bank of		ł
	sequence. To	tool using	check	to answer more		lines template.	lines template.	sounds into the		ł
	understand that	2Respond	calculations. To	complex search		To learn about	To learn about	Sounds section.		ł
	different	simulations. To	use 2Calculate	questions. To		the work of	the work of	To record and		ł
	objects have	understand	to collect data	use the Search		William Morris	William Morris	upload		ł
	different	how we should	and produce a	tool to find		and recreate	and recreate	environmental		ł
	properties. To	talk to others in	graph.	information.		the style using	the style using	sounds into		ł
	understand	an online				the patterns	the patterns	Purple Mash.		ł
	what different	situation. To				template. To	template. To	To use these		ł
	events do in	open and send				explore	explore	sounds to		ł
	code. To	simple online				surrealism and	surrealism and	create tunes in		ł
	understand the	communication				eCollage.	eCollage.	2Sequence.		ł
	function of	s in the form of								ł
	buttons in a	email. To								ł
	program. To	understand that								ł
	understand and	information put								ł
	debug simple	online leaves a								ł
	programs	digital footprint								ł
	P 0	or trail. To								ł
		identify the								ł
		steps that can								ł
		be taken to								ł
		keep personal								ł
		data and								ł
		hardware								ł
		secure.								ł
Knowledge	To explain what	To know what a	To know how to	To understand	To know what a	To learn about	To learn about	To know a	To use a	ł
J J	an algorithm is.	search engine	organise data.	different ways	search engine	different artists.	different artists.	computer can	computer to	ł
	To explain what	is. To share	To develop	of collecting	is. To know the	To re-create the	To re-create the	be used to	present	ł
	will happen in a	effective	familiarity of	and presenting	consequences	work of artists	work of artists	create/edit	stories/ideas in	ł
	program.	searching	using the tools	data. To know	of not searching	using a	using a	sounds/music.	different ways.	ł
	To understand	knowledge.	in a	that a database	online in a safe	computer.	computer.	-		ł
	that algorithms	To know the	spreadsheet.	can answer	way. To share	-				ł
	follow a	consequences		complex	effective					ł
	sequence.	of not searching		questions.	searching					ł
	To understand	online in a safe			knowledge.					ł
	how to debug a	way. To know			-					ł
	program.	how to								ł

School: Harlington Lower School



	send/receive email. To know how to report online. To understand what your digital footprint is.		
Visit/Special		Safer Internet	
Occasions		Day	

School: Harlington Lower School

Year 3									
Unit	3.1 Coding	3.2 Online	3.3	3.4 Touch	3.5 Emailing	3.6 Branching	3.7 Simulations	3.8 Graphing	3.9 Presenting
		Safety	Spreadsheets	Typing		databases			
Vocabulary	Background	Appropriate	Advance mode	Posture	Address book	Binary Tree	Analysis	Axis	Animation
-	Bug	Blog	Bar graph	Keys	Attachment	Branching	Decision	Chart	Border
	Button	Inappropriate	Equals	Space bar	BCC	database	Evaluation	Column	Properties
	Click Event	Password	Data	Typing	СС	Data	Modelling	Data	Font formatting
	Code	Personal	Cell Address		Communication	Database	Simulation	Graph	Layer
	Collision	Information	Rows		Compose	Debugging		Investigation	Media
	Detection Event	Internet	Columns		Email			Row	Presentation
	Command	Spoof	Less Than		Inbox			Sorting	Slide
	Debug/Debuggi	Reputable	More Than		Password			Tally Chart	Slideshow
	ng	source	<>=		Personal				Text box
	Event	Permission	Pie Chart		Information				Transition
	Flowchart	Reliable Source	Quiz Tool		Save to draft				WordArt
	Implement	Verify	Spin Tool		Trusted Contact				
	Input	Vlog	Spreadsheet						
	Interval	Website	Table						
	Nesting								
	Object								
	Predict								
	Properties								
	Repeat								
	Run								
	Scene								
	Sequence								
	Test								
	Timer								
	Turtle Object								
Skills	To understand	To know what	To use the	To introduce	To think about	To sort objects	To consider	To enter data	To understand
	what a	makes a safe	symbols more	typing	different	using just 'yes'	what	into a graph	the uses of
	flowchart is and	password. To	than, less than	terminology. To	methods of	or 'no'	simulations are.	and answer	PowerPoint. To
	how flowcharts	learn methods	and equal to, to	understand the	communication.	questions. To	To explore a	questions. To	create a page in
	are used in	for keeping	compare	correct way to	To open and	complete a	simulation. To	solve an	a presentation.
	computer	passwords safe.	values. To use	sit at the	respond to an	branching	analyse and	investigation	To add media
	programming.	To understand	2Calculate to	keyboard. To	email using an	database using	evaluate a	and present the	to a
	To understand	how the	collect data and	learn how to	address book.	2Question. To	simulation.	results in	presentation.
	that there are	Internet can be	produce a	use the home,	To learn how to	create a		graphic form.	To add
	different types	used in	variety of	top and bottom	use email	branching			animations to a
	of timers and	effective	graphs. To use	row keys. To	safely. To add	database of the			presentation.
	select the right	communication.	the advanced	practise typing	an attachment				To add timings



School: Harlington Lower School

	type for	To understand	mode of	with the left	to an email To	children's			to a
	nurnose To	how a blog can	2Calculate to	and right hand	explore a	choice			nresentation
	understand	he used to	learn about cell	and right hand.	simulated email	choice.			To use the skills
	how to use the	communicato	references		scopario				loarnt to docign
	now to use the	with a wider	Telefences.		scenario.				and create an
	command To								and create an
	command. To	audience. 10							engaging
	understand the	consider the							presentation.
	importance of	truth of the							
	nesting. To	content of							
	design and	websites. To							
	create an	learn about the							
	interactive	meaning of age							
	scene.	restrictions							
		symbols on							
		digital media							
		and devices.							
Knowledge	To know how to	To know what a	To collect data	To know how to	To understand	To know that	To understand	To collect,	To understand
	turn an	secure, strong	and present it	touch type.	the importance	you can use	the difference	analyse,	the different
	algorithm into a	password is.	as a graph. To		of keeping safe	different	between a	evaluate and	elements in
	code.	To explain the	learn about cell		online. To	software for	simulation and	present data.	PowerPoint. To
	To know a	importance of	references.		know the	different tasks.	real life.	To choose the	use PowerPoint
	variable stores	having a secure			importance of			most	to create a
	information	password.			their conduct			appropriate	presentation
	while a	To know not to			when			graph for their	
	program is	share			communicating			data.	
	running.	passwords with			online.				
	To know 'if'	others.			To know how to				
	statements,	To explain the			report online.				
	repetition and	negative							
	variables.	consequences							
		of not keeping							
		passwords safe.							
		To understand							
		the importance							
		of keeping safe							
		online.							
		To know how to							
		report online							
Visit/Special				Safer Internet					
Occasions				Dav					
Occasions				Duy					

School: Harlington Lower School

Year 4									
Unit	4.1 Coding	4.2 Online	4.3	4.4 Writing for	4.5 Logo	4.6 Animation	4.7 Effective	4.8 Hardware	4.9 Making
		Safety	Spreadsheets	different			Searching	investigators	Music
				audiences					
Vocabulary	Action	AdFly	Average	Campaign	Debugging	Animation	Balanced View	Components	BPM
	Alert	Attachment	Budget	Format	Grid	FPS (Frames Per	Easter eggs	CPU	Dynamics
	Algorithm	Citation	Chart Column	Font	LOGO	Second)	Internet	Graphics Card	Harmonious
	Background	Collaborate	Data	Genre	LOGO	Frame	Key words	Hard Drive	Melody
	Button	Cookies	Decimal place	Opinion	Commands (e.g	Onion Skinning	Reliability	Input	Pitch
	Code blocks	Copyright	Equals tool	Reporter	FD, BK, RT, LT)	Pause	Results page	Motherboard	Pulse
	Command	Digital footprint	Format Cell	Viewpoint	Multi Line	Stop motion	Search engine	Network Card	Rhythm
	Debug/Debuggi	Malware	Formula		Mode			Output	Тетро
	ng	Phishing	Formula Wizard		Pen Down			Peripherals	Texture
	Design	Plagiarism	Line graph		Pen Up			RAM	Synths
	Execute	Ransomware	Percentage		Prediction			Software	
	Event	SMART rules	Place value Row		Procedure				
	Flowchart	Spam	Spin Tool		Repeat				
	'If' Statement	Virus	Spreadsheet		Run Speed				
	'If/Else'	Watermark	Timer		SETPC				
	Statement				SETPS				
	Implement								
	Input								
	Nest								
	Object								
	Predict								
	Prompt								
	Repeat								
	Repeat until								
	Run								
Skills	To begin to	To understand	To format cells	To explore how	To learn the	To discuss what	To locate	To understand	To identify and
	understand	how children	as currency,	font size and	structure of the	makes a good	information on	the different	discuss the
	selection in	can protect	percentage,	style can affect	coding language	animated film	the search	parts that make	main elements
	computer .	themselves	decimal to	the impact of a	of Logo. To	or cartoon. To	results page. To	up a computer.	of music. To
	programming.	from online	different	text. To use a	input simple	learn now	use search	To recall the	understand and
	To understand	identity theft.	decimal places	simulated	instructions in	animations are	effectively to	different parts	experiment
	now an IF	To understand	or fraction. To	scenario to	Logo. Using	created by	find out	that make up a	with rnythm
	statement	that	use the formula	produce a news	2Logo to create	nand. To find	information. To	computer.	and tempo. To
	WORKS. 10	information put	wizara to	report. To use a	Te use the	out now	assess whether		create a
	understand	online leaves a		simulated	To use the	animation can	an information		melodic phrase.
	now to use co-	aigital footprint	averages. 10	scenario to	Repeat function	be created in a	source is true		10 alaataan is siliy
	ordinates in	or trail and that	combine tools	write for a	in Logo to	similar way	and reliable.	1	electronically



School: Harlington Lower School

computer	this can aid	to make	community	create shapes.	using the		compose a
programming.	identity theft.	spreadsheet	campaign.	To use and	computer. To		piece of music.
To understand	To identify the	activities such		build	learn about		
the 'repeat	risks and	as timed times		procedures in	onion skinning		
until'	benefits of	tables tests. To		Logo	in animation. To		
command. To	installing	use a			add		
understand	software	spreadsheet to			backgrounds		
how an IF/ELSE	including apps.	model a real-			and sounds to		
statement	To understand	life situation. To			animations. To		
works. To	that copying	add a formula			be introduced		
understand	the work of	to a cell to			to 'stop motion'		
what a variable	others and	automatically			animation. To		
is in	presenting it as	make a			share animation		
programming.	their own is	calculation in			on the class		
To use a	called	that cell.			display board		
number	'plagiarism' and				and by		
variable. To	to consider the				blogging.		
create a	consequences				00 0		
playable game.	of plagiarism.						
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	To identify						
	appropriate						
	behaviour when						
	participating or						
	contributing to						
	collaborative						
	online projects						
	for learning. To						
	identify the						
	positive and						
	negative						
	influences of						
	technology on						
	health and the						
	environment.						
	To understand						
	the importance						
	of balancing						
	game and						
	screen time						
	with other parts						
	of their lives.						



School: Harlington Lower School

Knowlodgo	To know how to	To know what	Το μερ	Tounderstand	Tounderstand	To create ston-	Tounderstand	Tounderstand	Tounderstand
Kilowieuge	change		no use	the different	the language of	frame	the nurness of	that notwork	that you can
	change	onine	spreadsneets	the different	the language of	Trame	the purpose of	that network	that you can
	variables in	technologies	for real-life	ways	Logo.	animations.	a search engine	and	create music
	programming.	are.	situations.	information can	To use Logo		and the main	communication	electronically.
	To identify	To know what		be presented	programming to		features of it.	components	
	errors in code.	online services		depending on	create		To understand	are in many	
		are.		the audience.	procedures.		the function,	devices.	
		To know about			To identify		features, and		
		the right to			errors in Logo		layout of a		
		privacy on and			programming.		search engine.		
		offline.					To know what		
		For					makes a		
		consolidation:					webpage		
		To have a good					credible.		
		understanding							
		of online safety							
		rules.							
		To know							
		immediate							
		strateaies to							
		keen safe							
		online							
Visit/Special		onnine.		Safer Internet					
visit/special									
Occasions				Day					