

**Roundswell Community Primary Academy**  
**Progression of Skills, Knowledge and Understanding in IT and Computing**

**Assessment objectives**

Year 1

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I1.1</b>	<b><u>Be able to type letters quickly</u></b>	We Are What We Eat
<b>I1.2</b>	Know how to use BACKSPACE to make corrections	We Are What We Eat
<b>I1.3</b>	Know how to change font: size, colour and style of text	We Are What We Eat
<b>I1.4</b>	Know how to insert and resize words and images to illustrate a document	We Are What We Eat
<b>DIGITAL CREATIVITY</b>		
<b>I1.5</b>	<b><u>Be able to take a photograph on a digital camera or mobile device i.e. on school trips or during topic work.</u></b>	Claws, Paws, Wings and Fins
<b>I1.6</b>	Know how to draw shapes in different colours to make a picture	Claws, Paws, Wings and Fins
<b>I1.7</b>	Know how to change the brush colour, style or size for effect	Claws, Paws, Wings and Fins
<b>MULTIMEDIA AUTHORING</b>		
<b>I1.8</b>	<b><u>Be able to create a scene with an animated object</u></b>	Plunder, Parrots and Planks
<b>COMPUTING</b>		
<b>I1.9</b>	<b><u>Know how to combine commands to move a programmable toy in different directions</u></b>	Plunder, Parrots and Planks
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I1.10</b>	Know and use what the internet offers	We Are What We Eat
<b>I1.11</b>	Know what to do when faced with inappropriate / upsetting content online	Claws, Paws, Wings and Fins
<b>I1.12</b>	<b><u>Understand some risks of being online</u></b>	Claws, Paws, Wings and Fins

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Year 2

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I2.1</b>	<b><u>Be able to type words quickly</u></b>	Were they hard times?
<b>I2.2</b>	<b>Be able to change font size/colour and rotate/resize images</b>	Were they hard times?
<b>I2.3</b>	<b>Know how to insert and resize images to illustrate a document</b>	Were they hard times?
<b>DIGITAL CREATIVITY</b>		
<b>I2.4</b>	<b>Be able to paint neatly using undo or the rubber to correct mistakes</b>	Mysteries of the Rainforest
<b>I2.5</b>	<b>Know how to change the brush style or size for effect</b>	Mysteries of the Rainforest
<b>I2.6</b>	<b><u>Be able to edit a photo (e.g. by cropping it)</u></b>	Mysteries of the Rainforest
<b>MULTIMEDIA AUTHORING</b>		
<b>I2.7</b>	<b>Know how to add text labels to a photo</b>	Superheroes
<b>I2.8</b>	<b>Be able to create a presentation about a topic with ordered pictures and text</b>	Superheroes Were they hard times?
<b>I2.9</b>	<b><u>Be able to create a scene with pictures that animate</u></b>	Superheroes
<b>COMPUTING</b>		
<b>I2.10</b>	<b><u>Be able to combine commands to draw a trail or follow a route</u></b>	Mysteries of the Rainforest
<b>I2.11</b>	<b>Be able to enter a sequence of commands before doing them</b>	Mysteries of the Rainforest
<b>I2.12</b>	<b>To create and debug simple programs</b>	Mysteries of the Rainforest
<b>I2.13</b>	<b>Know how to draw a graph and change its appearance</b>	Mysteries of the Rainforest
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I2.14</b>	<b>Know how to scroll up and down and click on hyperlinks to explore websites</b>	Superheroes
<b>I2.15</b>	<b><u>Understand some risks of being online and know what to do when faced with inappropriate/upsetting content online</u></b>	Superheroes
<b>I2.16</b>	<b>Understand what digital communication is and its uses are</b>	Superheroes

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Year 3

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I3.1</b>	Be able to type words quickly	Explorers and Adventurers
<b>I3.2</b>	<u>Be able to change the text style and put a border around a block of text/image</u>	Explorers and Adventurers
<b>I3.3</b>	Be able to combine, rotate and resize words and photos into a collage	Explorers and Adventurers
<b>DIGITAL CREATIVITY</b>		
<b>I3.4</b>	<u>Know how to vary a range of controls to take a pleasing digital photograph</u>	The Rise of the Robots
<b>MULTIMEDIA AUTHORIZING</b>		
<b>I3.5</b>	Know how to add slide transitions and animation effects to a presentation	Active Planet
<b>I3.6</b>	Be able to add a voiceover/music to a sequence of photos	Active Planet
<b>I3.7</b>	<u>Be able to create an activity for somebody to play, including a time limit</u>	Active Planet
<b>I3.8</b>	Be able to add an instruction screen and sounds	Active Planet
<b>COMPUTING</b>		
<b>I3.9</b>	Be able to draw shapes by repeating commands	The Rise of the Robots
<b>I3.10</b>	Be able to draw and combine prism shapes using a draw tool or by inserting and grouping, ungrouping, copy and cloning shapes	The Rise of the Robots
<b>I3.11</b>	<u>Know how to create a procedure to perform a specific task</u>	The Rise of the Robots
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I3.12</b>	Be able to find facts by navigating websites	Explorers and Adventurers
<b>I3.13</b>	Know how to compare websites to check facts	Explorers and Adventurers
<b>I3.14</b>	Understand why an app/website is useful	Explorers and Adventurers
<b>I3.15</b>	<u>Understand some of the risks of online activity</u>	Active Planet
<b>I3.16</b>	Understand the difference between a strong and a weak password, and understand the need for passwords	Active Planet
<b>I3.17</b>	Explain why some websites and games have age restrictions	Active Planet

Year 4

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**Assessment objectives**

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I4.1</b>	Be able to type words quickly	In the News
<b>I4.2</b>	<b><u>Know how to correct spelling mistakes and understand what error prompts mean</u></b>	In the News
<b>I4.3</b>	Know how to change border style and apply shadow and other effects	In the News
<b>I4.4</b>	Know how to change the layer of photos, images and text boxes (e.g. send to back, bring to front)	In the News
<b>MULTIMEDIA AUTHORIZING</b>		
<b>I4.5</b>	<b><u>Create a multimedia e-book by adding text and images to pages</u></b>	Stargazers
<b>I4.6</b>	Understand how to edit the layout by moving items around	Stargazers
<b>I4.7</b>	Add multimedia elements (e.g. sounds) and create a consistent design	Stargazers
<b>I4.8</b>	Know how to add sound effects to an animated story	Stargazers
<b>I4.9</b>	Know how to trigger animations in a presentation or link to other slides when objects are clicked	Stargazers
<b>COMPUTING</b>		
<b>I4.10</b>	Know how to design a database and sort records to answer questions	Democracy
<b>I4.11</b>	<b><u>Understand how to test, debug and modify a procedure</u></b>	Democracy
<b>I4.12</b>	Know how to filter records to answer questions	Democracy
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I4.13</b>	Understand computer networks, including the internet, and opportunities they offer for communication and collaboration	In the News
<b>I4.14</b>	Understand why some websites are safe for children to access	In the News
<b>I4.15</b>	Describe some risks of online activity	In the News
<b>I4.16</b>	<b><u>Explain how to respond to online hazards</u></b>	In the News
<b>I4.17</b>	Know how to set appropriate online settings	In the News
<b>I4.18</b>	Know the features of a strong password and why passwords are needed	In the News
<b>I4.19</b>	<b><u>Know how to send and reply to messages online</u></b>	In the News
<b>I4.20</b>	Be able to explore a virtual map using rotate, zoom and tilt and plan a route.	Stargazers

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**Assessment objectives**

<b>14.21</b>	Find places on a virtual map of space (e.g. Google Sky/Google Moon) by using the search tool	Stargazers
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**Assessment objectives**

Year 5

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I5.1</b>	<b><u>Be able to type quickly without looking at the keyboard</u></b>	All topics
<b>I5.2</b>	Choose appropriate text style, layout and effects to suit a piece of work	All topics
<b>DIGITAL CREATIVITY</b>		
<b>I5.3</b>	Be able to edit an audio recording (eg trim it)	Urban Pioneers
<b>I5.4</b>	Be able to shoot frames to combine into an animation	Urban Pioneers
<b>I5.5</b>	Know how to insert text or sounds into an animation	Urban Pioneers
<b>I5.6</b>	<b><u>Understand how to edit an animation to improve realism</u></b>	Urban Pioneers
<b>MULTIMEDIA AUTHORING</b>		
<b>I5.7</b>	<b><u>Be able to design web pages with text, images and hyperlinks</u></b>	Time Machine: AD900
<b>I5.8</b>	Edit fonts within a web page to create a theme	Time Machine: AD900
<b>I5.9</b>	Know how to embed video content and put hyperlinks onto images	Time Machine: AD900
<b>I5.10</b>	Edit a multimedia video (e.g. trim, re-order clips, change the style of content)	Time Machine: AD900
<b>I5.11</b>	Be able to choose suitable voiceover/music to add to a video	Time Machine: AD900
<b>I5.12</b>	Be able to insert text labels/graphics to a video sequence	Time Machine: AD900
<b>COMPUTING</b>		
<b>I5.13</b>	<b><u>Understand how to control a simulation.</u></b>	Different Pasts, Shared Futures
<b>I5.14</b>	Understand the benefits and limitations of a simulation	Different Pasts, Shared Futures
<b>I5.15</b>	Understand how a computer follows a procedure	Different Pasts, Shared Futures
<b>I5.16</b>	Understand how to test, debug and modify a procedure	Different Pasts, Shared Futures
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I5.17</b>	Understand what an ISP and URL are	Urban Pioneers
<b>I5.18</b>	Understand the value of comparing websites to check facts	Urban Pioneers
<b>I5.19</b>	<b><u>Be able to explain e-safety to a younger child</u></b>	Urban Pioneers

Year 6

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**Assessment objectives**

Objective reference	Learning Objectives	Topic
<b>TEXT &amp; GRAPHICS</b>		
<b>I6.1</b>	Be able to type quickly without looking at the keyboard	War and Peace People Power
<b>I6.2</b>	<u>Produce documents in a variety of formats, making appropriate choices about layout &amp; features</u>	War and Peace People Power
<b>DIGITAL CREATIVITY</b>		
<b>I6.3</b>	<u>Be able to combine images into an animated GIF</u>	People Power
<b>I6.4</b>	Know how to change the size/speed of an animated GIF	People Power
<b>COMPUTING</b>		
<b>I6.5</b>	Create a procedure to carry out a specific task	What Price Progress?
<b>I6.6</b>	<u>Adapt a procedure by changing variables, and predicting how the changes will affect the procedure</u>	What Price Progress?
<b>I6.7</b>	Test, debug and modify a procedure to improve it	What Price Progress?
<b>I6.8</b>	Program a game by sequencing If... and Then... commands	What Price Progress?
<b>I6.9</b>	Know how to change the format of a spreadsheet cell	What Price Progress?
<b>I5.10</b>	Know how to change the appearance of cells (e.g. size, borders, colours)	What Price Progress?
<b>I6.11</b>	Know how to type formulae + - * / and use brackets. E.g. =SUM( B4:B13) to solve maths problems	What Price Progress?
<b>I5.12</b>	Know how to type and enter formulae into a spreadsheet using replication ( copy and paste)	What Price Progress?
<b>I6.13</b>	<u>Understand and explain the function and sequence of commands in a program</u>	What Price Progress?
<b>I6.14</b>	Understand why a procedure will not function correctly if it contains incorrectly inputted data	What Price Progress?
<b>I6.15</b>	Understand how changing the data in a cell can change the data in another automatically	What Price Progress?
<b>I4.16</b>	Be able to produce a graph from the information in a spreadsheet	What Price Progress?
<b>RESEARCH &amp; COMMUNICATION</b>		
<b>I6.17</b>	<u>Understand the potential risks of digital communication (including leaving a digital footprint, interacting with others and ways to protect yourself online)</u>	War and Peace
<b>I6.18</b>	Know how to change online profile settings	War and Peace
<b>I6.19</b>	Know how and where to seek help if messaging becomes upsetting	War and Peace

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