



# Lostwithiel Community Primary School Key Skills for ICT

Year	Finding things out	Developing ideas and making things happen	Exchanging and sharing information	Reviewing, modifying and evaluating work	E Safety	Topic & term taught/ covered
FS	<p><b>Data Handling</b> I can collect information on tally charts and tables with help. I can begin to sort. I can produce simple pictograms with help</p> <p><b>Research/multimedia and Internet</b> I can drag and drop an object using a mouse. I can access a bookmarked website. I can explore a website.</p>	<p><b>Control and Sensing</b> I can use the arrow keys to control simple games. I can make a programmable toy move by giving it instructions. I can explore and talk about different electronic toys that can be controlled e.g. scanner, till.</p> <p><b>Modelling and Simulations</b> I can use a simple adventure programme to make things happen on the screen. I can use a mouse.</p>	<p><b>Communication</b> I can find letter and number keys on a keyboard. I can type my name to make a label. I can choose and paint with different colours. I can choose different brush sizes and styles. E.g. spray.</p>	<p><b>ICT in the Wider World</b> I can find things that use ICT in my own environment e.g. telephones/tape recorders/CD players/washing machines. I understand that ICT is not just computers.</p>	<p>I can talk about the impact of good choices and consequences of wrong ones. I know my password belongs only to me. I can use a password to access learning spaces. I make sure an adult is present when using the Internet. I can talk about the differences between real and imaginary experiences. I can talk about correct behaviour when using ICT equipment.</p>	
1	<p><b>Data Handling</b> <i>Do I know information exists in different forms? E.g. as part of work on a traffic survey children interpret a pictogram. (5a)</i> I can interpret a pictogram. (1a) I can create pictograms or bar charts with support. (1a) I can print graphs. (1a)</p> <p><b>Research/multimedia and Internet</b> <i>Explore information from different sources. E.g. using a simple topic based resource (web/CD)</i></p>	<p><b>Control and Sensing</b> <i>Give and record individual instructions and make things happen. E.g. press buttons to control a robot or programmable toy.</i> I can programme a Roamer/BeeBot to move forwards/backwards and make it turn. (2c and 5b) I can follow instructions to complete a task. (2c) I can control the pointer on a screen by using a simple LOGO programme. (2c and 2d)</p> <p><b>Modelling and Simulations</b></p>	<p><b>Communication</b> <i>Communicate and present their ideas using digital images, text and sound. E.g. take photographs of riding a bike, add a caption and or voice recording. (3b)</i> I can use two hands to control the keyboard.(2a) I can save and retrieve my work. (2b and 1c) I can sometimes use upper and lower case letters. (2a) I can use the spacebar, return, delete and shift keys.(2a) I can start to change the font, colour and size of my writing. (2a)</p>	<p><b>Evaluating</b> I can tell you what I have produced and why. (4a) I can tell you why something has happened. (4b) I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b> I can tell you different ways ICT is used in the wider world. E.g. keyboard in shops and restaurants. (5c)</p>	<p>I can talk about what personal information is and who I can share it with. I can explain why it is important to know who it is I am sharing my learning with online. I can recognise the difference between real and imaginary online experiences. I make sure an adult knows what I am doing online. I can keep my passwords a secret and explain why it is important to. I can talk about what is good to put online and what should be kept private.</p>	

	<p>I can use the favourites menu to find the website I want. (1a)</p> <p>I can load a CD-ROM disc and run it with support. (1a and 1b)</p> <p>I can use 2simple to add text to pictures (3a and 5b).</p>	<p><i>Explore options and make choices. E.g. children explore cause and effect by using different colours in a portrait to reflect different ways they feel.</i></p> <p>I can use the arrow keys to move around a programme's environment, understanding the consequences of making different decisions. (2d)</p> <p>I can load an adventure simulation or programme on my own. (2d and 5b)</p>			<p>I can close pop up windows when exploring online resources..</p> <p>I know what I can do if I see something I don't like on a website (tell an adult, Hector)</p> <p>I can use a password independently.</p> <p><b>Copyright</b></p> <p>I can explain why I might not be able to copy pictures and words from the internet. (they belong to someone else)</p>
2	<p><b>Data Handling</b></p> <p><i>Collect, organise and classify data. Create graphs and use these to answer questions. E.g. Collecting and analysing class based data about themselves. (5a)</i></p> <p>I can enter simple information into a data plotting or graph programme like 2simple. (1b and 3a)</p> <p>I can change the type of graph. (2a and 3a)</p> <p>I can load databases and files with support. (1c)</p> <p>I can search a prepared database with support. (1a)</p> <p><b>Research/multimedia and Internet</b></p> <p><i>Ask a range of questions about the information they have gathered e.g. asking questions about information found on a website.</i></p> <p>I can save, retrieve and print out graphics and text combined. (1c)</p> <p>I can use the index or menu to find information on a CD-ROM. (1a)</p> <p>I can enter keywords into a search engine to find the information I want. (1a)</p>	<p><b>Control and Sensing</b></p> <p><i>Predict, estimate and create a set of instructions to control devices and achieve specific outcomes. E.g. control a floor robot to move between two or more fixed points involving distance and turn.</i></p> <p>I can control a Roamer/BeeBot to follow a route or create a shape. (2c, 2d and 5b)</p> <p>I can make the Roamer repeat the same series of movements until it is edited, cleared or switched off. (2c)</p> <p>I can load a logo programme on screen. (1c)</p> <p>I can use simple logo instructions.e.g. forward, back, left, right. (2c)</p> <p><b>Modelling and Simulations</b></p> <p><i>Use ICT to explore real and imaginary situations. E.g. children answer what if questions using a visual simulation of dressing a character for different sorts of weather.</i></p> <p>I can show how to save and reload the current position</p>	<p><b>Communication</b></p> <p><i>Know how to express their ideas using a range of ICT tools. E.g. children create a presentation about their walk around the local area. (3b and 5a)</i></p> <p>I can delete single letters and words using the delete/backspace keys. (3a)</p> <p>I can use the rubber, fill and shape tools on a simple graphics programme.(3a)</p> <p>I can use the undo button to correct mistakes. (3a)</p> <p>I can use a range of tools to produce different effects. (2a)</p> <p>I can add a sound to a picture. (2a)</p> <p>I can share my work with an audience. (3b)</p>	<p><b>Evaluating</b></p> <p>I can tell you what I have produced and why. (4a)</p> <p>I can tell you why something has happened. (4b)</p> <p>I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b></p> <p>I can talk about how robots similar to Roamer are programmed to work in factories to do the same task over and over again.</p> <p>I can talk about how word processing is used in offices e.g. newsletters. (5c)</p>	

		<p>in an adventure programme. (2b)</p> <p>I can use a Roamer or other device as a simulation e.g. postman delivering mail. (2d)</p> <p>I can explore real and imaginary simulations answering what if questions. (2simple - talking stories) (2d)</p>			
3	<p><b>Data Handling</b></p> <p><i>Identify and develop a way of collection and collect appropriate data.</i></p> <p>I can load a prepared database and/or graphing programme. (1a)</p> <p>I can enter data into a prepared database. (1b)</p> <p>I can sort data (by numerical or alphabetical order, within a heading). (1b)</p> <p>I can search a prepared database on CD ROMS and the internet to answer specific questions. (1a)</p> <p>I can save and retrieve an amended database.</p> <p>I can print and record a table and/or graph.</p> <p><b>Research/multimedia and Internet</b></p> <p><i>Find specific information using a range of ICT based resources e.g. Viking boat making.</i></p> <p>I can load a multimedia programme. (1a)</p> <p>I can combine graphics (e.g. clipart, Internet pictures, photo's, scanned images, tables, graphs etc) with text with support. (1b and 2a)</p> <p>I can use email with support. (3a)</p>	<p><b>Control and Sensing</b></p> <p><i>Predict and test short sequences of linked instructions to achieve intended outcomes. E.g. use a floor robot to navigate a floor map.</i></p> <p>I can use Roamer with greater independence and create more complex routes to include the use of other commands such as repeat, end and pause. (2b)</p> <p>I can attach a pen to draw simple patterns or shapes. (2b)</p> <p>I can store (save) retrieve and modify procedures in a Roamer. (2b)</p> <p>I can write, test and modify a series of LOGO instructions to control a floor robot or screen pointer. (2b)</p> <p><b>Modelling and Simulations</b></p> <p><i>Understand that they can explore a simulation and use this to change things and solve problems by indentifying the rule. E.g. children use a function machine in maths to demonstrate a model exploring input and outputs (rules and variables)</i></p> <p>I can save my group's</p>	<p><b>Communication</b></p> <p><i>Record and present information integrating an appropriate range of electronic media for a given audience. E.g. children create a presentation linked to a narrative unit of work.</i> (3a)</p> <p>I can import graphics onto a word processor page and add text, then print out as a single piece of work. (2a)</p> <p>I can underline text.</p> <p>I can edit on screen and move the cursor to speed up the process.</p> <p>I can justify/align text.</p> <p>I can highlight blocks of text, then edit by deleting, moving, altering font, style, size. (2a)</p> <p>I can present information in a variety of ways including, posters, animations, musical compositions (3a)</p> <p>I can think of the intended audience when presenting information. (3b)</p>	<p><b>Evaluating</b></p> <p>I can tell you what I have produced and why. (4a)</p> <p>I can tell you why something has happened. (4b)</p> <p>I can compare the advantages and disadvantages of different software. (4b)</p> <p>I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b></p> <p>I can consider how information is stored and shared around the school. (5c)</p> <p>I can talk about the dangers of sharing personal information over the internet.</p> <p>I can talk about the need for responsible us of ICT e.g. email/mobile phones.</p>	<p>I can explain the need for rules to keep me safe when exchanging ideas online.</p> <p>I understand any information I put online can be seen and used by others.</p> <p>I make sure an adult knows what I am doing online.</p> <p>I can keep my passwords a secret and explain why it is important to.</p> <p>I can talk about the different communication tools e.g. forums, instant messaging and e-mail.</p> <p>I can explain when an email should not be opened and why.</p> <p>I can describe some of the risks and rewards of the internet.</p> <p>I an explain how to behave on the internet to protect myself.</p> <p>I know what I can do if I see something I don't like on a website or someone tries to make contact that I don't know. (tell an adult, Hector)</p> <p>I can choose appropriate images and details to share online.</p> <p><b>Copyright</b></p> <p>I understand the need to identify whether material</p>

	I can use appropriate tools to save and retrieve accessed information e.g. favourites, history.	position in an adventure or simulation programme independently. (2c) I can retrieve the saved file for subsequent use. (2c) I can use the simulation to answer "what if....." questions. (2c) I can explore the effects of changing variables in models and simulations. (2b and 2c)			can be shared before using it in my work. I can ask permission of someone to use content they have created. I can recognise whether content on a website can be used without asking for prior permission.	
4	<p><b>Data Handling</b> <i>Children to collect, organise, classify and interpret data in order to answer a question and develop a simple database. E.g. construct a yes/no database to classify minibeasts.</i></p> <p>I can present data and/or search results graphically (bar chart, pictogram, pie chart) (1b) I can amend errors. (1c) I can identify opportunities for data collection. (1a) I can identify headings (fields) for data collection. (1b) I can create a database structure and enter data. (1b) I can interpret, amend and/or delete data from records. (1c)</p> <p><b>Research/multimedia and Internet</b> <i>Follow straight forward lines of enquiry. E.g. children can find out information about diets in the Roman times.</i></p> <p>I can combine graphics and text independently. (2a)</p>	<p><b>Control and Sensing</b> <i>Investigate physical data through sensing data. E.g. investigate temperature changes overnight.</i></p> <p>I can use trial and error to create the correct sequence of instructions. (2b) I can save and retrieve a LOGO procedure. (2b) I can predict the outcome of a series of instructions, a procedure and amend the process as necessary. (2c) I can print a LOGO procedure and its effects. I can incorporate PEN UP PEN DOWN to produce more complex designs. (2b)</p> <p><b>Modelling and Simulations</b> <i>Present media from simulation programmes by either printing or importing into another programme.</i></p> <p>I can export text and graphic files from an adventure or simulation programme for use in other programmes e.g. word processor multimedia. (2c) I can print screen information as required. (3a)</p>	<p><b>Communication</b> <i>Design and create their own multimedia presentation showing awareness of audience. E.g. children produce a presentation for younger children in the properties of shape, explaining and justifying their decisions.</i></p> <p>I can alter the organisation of my document using cut, copy, paste, drag and drop. I can combine graphics (pictures/graphs/tables) and text. (2a) I can use a word list/bank facility to include topic groups of words. I can use the print options to say how many copies or what part of the document to print. I can think of the intended audience when presenting information. (3b) I can present information in a variety of ways including, posters, animations, musical compositions (3a)</p>	<p><b>Evaluating</b> I can tell you what I have produced and why. (4a) I can tell you why something has happened. (4b) I can compare the advantages and disadvantages of different software. (4b) I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b> I can talk about CCTV being used in security systems. I can find examples of ICT in my own life - calculators/digital cameras/mobile phones/television/fax's/em ail etc (5c)</p>		

	<p>I can load, explore, save and print CD ROM materials independently and export files with support. (1a)</p> <p>I can use a range of search engines to locate different media e.g. image search, search with a specific site or searching the wider internet. (1a)</p>					
5	<p><b>Data Handling</b>  <i>Use ICT to collect and process data and present their findings in order to solve a problem. E.g. children investigate the difference between the life expectancy of children in Victorian and modern times.</i></p> <p>I can use a more complex database programme to extend my skills. (Microsoft excel) (1b)</p> <p>I can prepare a data collection form and collect quality information by framing the questions carefully. (1a and 1c)</p> <p>I can carryout complex searches with databases. (1a)</p> <p><b>Research/multimedia and Internet</b>  <i>Analyse information gathered and present findings in a presentation.</i></p> <p>I can use digital camera/photo CD images. (2a)</p> <p>I can add prepared sounds/music/video etc to a multimedia presentation. (2a)</p> <p>I can save and retrieve my presentation.</p> <p>I can print various screens from my presentation.</p> <p>I can use a CD ROM</p>	<p><b>Control and Sensing</b>  <i>Refine instructions to improve the efficiency (procedure) of the instructions they have created. E.g. use a sequence of instructions using "repeat" to control a set of traffic lights.</i></p> <p>I can use a control programme to produce a single outcome (switch on a light/turn on a motor) (2b)</p> <p>I can understand how to write instructions using a language that the control understands e.g. switch on/switch off. (2b)</p> <p>I can use a wider range of instructions e.g. delay, repeat) (2b)</p> <p>I can use a wider range of outputs in my procedures e.g. motors. (2b)</p> <p><b>Modelling and Simulations</b>  <i>Use ICT based models to explore variables to solve problems. E.g. use a pre-prepared spreadsheet to calculate the cost of ingredients for biscuits. Children answer questions about price or quality changes.</i></p> <p>I can start a new spreadsheet and input data making use of row and</p>	<p><b>Communication</b>  <i>Design and create and evaluate their own presentations maximising the use of ICT to present information in different ways. E.g. children create a presentation about their school for the community justifying their choice of medium and content.</i></p> <p>I can think of the intended audience when presenting information. (3b)</p> <p>I can present information in a variety of ways including, posters, animations, musical compositions (3a)</p> <p>I can develop the use of spell checking facilities. I can use print preview.</p> <p>I can alter page set up between landscape and portrait.</p> <p>I can alter my page size so I am able to view the whole page.</p>	<p><b>Evaluating</b>  I can tell you what I have produced and why. (4a)  I can tell you why something has happened. (4b)  I can compare the advantages and disadvantages of different software. (4b)  I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b>  I can talk about the issues surrounding cyber bullying.  I can talk about what I would do if I saw something I didn't like on the internet.</p>	<p>I can talk about inappropriate and appropriate use of the internet.</p> <p>I can discuss the risks and rewards of using internet communication tools and how I can protect myself.</p> <p>I can use a social networking website appropriately, making sure I keep an adult informed of what I am doing.</p> <p>I can discuss the consequences of sharing personal details online e.g. in a chat room and how I should respond when I might be asked for those details.</p> <p>I can use the internet in ways which minimize risks.</p> <p>I can discuss the consequences of trusting information and people on the internet.</p> <p><b>Copyright</b>  I can recognise the material on the internet which belongs to someone else and can be downloaded to use in my own work.</p> <p>I can acknowledge when I use someone else's content in my own work..</p>	

	independently. (1a)	<p>column headings. (2a)</p> <p>I can retrieve a previously saved spreadsheet. (2a)</p> <p>I can name and save a spreadsheet. (2a)</p> <p>I can insert and delete rows and columns. (2a)</p> <p>I can use the SUM function (2a).</p> <p>I can predict the outcome of actions. (2a)</p> <p>I can alter column widths and row heights within spreadsheets. (2a)</p> <p>I can change data to ask and answer "what would happen if..." questions. (2c)</p> <p>I can use mirror/flip and or rotational tools to transform 2d shapes and create patterns.</p>				
6	<p><b>Data Handling</b></p> <p><i>Generate, process, interpret, store and present data, understanding the need for accuracy.</i></p> <p>I can check for plausibility - checking for quality information and data that provides necessary information. (1c)</p> <p>I can present 2 or more sets of data on the same graph - scattergrams with overlays. (2a)</p> <p>I can talk about the difference between line graphs for continuous data and pie/bar charts for discrete data. (1c)</p> <p>I can decide on the best graphic form for the data and discuss the reasons why. (1c)</p> <p>I can organise, refine and present information appropriate to the audience. (3b)</p>	<p><b>Control and Sensing</b></p> <p><i>Create a sequence of instructions to control events. E.g. controlling temperature.</i></p> <p>I can develop the use of a control box to include procedures that can be saved, retrieved and edited using a series of devices. (2b)</p> <p>I can use one or more sensors (inputs) to detect and display changes of state e.g. temperature, light gate, pressure pad. (2b)</p> <p>I can display this data as a graph and interpret the results and print the display. (1b, 1c and 3a)</p> <p>I can create systems that model real life control or monitoring situations (traffic lights, burglar alarms, temperature sensors) (2b)</p>	<p><b>Communication</b></p> <p><i>Communicate information having made choices about the appropriate medium, content and structure demonstrating an understanding of audience and purpose. E.g. presentation of a DT project such as building a fairground to potential theme park developers.</i></p> <p>I can use a desktop publishing programme with frames, resizing text blocks and pictures to suit a document. (2a and 3a)</p> <p>I can organise information within text boxes.</p> <p>I can use all the above skills to present work in a style suitable to the audience. (3b)</p>	<p><b>Evaluating</b></p> <p>I can tell you what I have produced and why. (4a)</p> <p>I can tell you why something has happened. (4b)</p> <p>I can compare the advantages and disadvantages of different software. (4b)</p> <p>I can tell you what I might change next time. (4c)</p> <p><b>ICT in the Wider World</b></p> <p>I can talk about the importance of data protection and security issues arising from internet use.</p> <p>I can talk about using the internet to book holidays, buy items, listen to music and watch sporting events.</p> <p>I can talk about the unsuitability of some internet material for</p>		

	<p><b><u>Research/multimedia and Internet</u></b>  <i>Present findings in a variety of ways taking into account their audience.</i>  I can plan the layout of the screens and structure of the presentation using a storyboard approach (animation/filming). (2a)  I can use a range of multimedia in my presentations. (3a)  I can link the screen together using buttons and images. (2a)  I can use a range of transition/effects to move between screens (powerpoint). (2a)  I can bookmark a useful website/add a useful site to my favourites. (1a)</p>	<p>I can predict the effect of changing a variable (is the sun shining?) (2c)  <b><u>Modelling and Simulations</u></b>  <i>Add and amend a given ICT model to solve a problem through a review of the rules and variable. E.g. children explore the relationship between area and perimeter using a spread sheet.</i>  I can use formulae and functions in spreadsheet cells. (2c)  I can look for relationships and patterns in spreadsheets. (2c)  I can explore equations with a spreadsheet. (2c)  I can produce a graph from data on a spreadsheet. (2a)  I can export text and graphic files to other programmes independently. (2a)</p>		<p>children.</p>		
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