



St Jude's C of E Primary School Skill Coverage Grid



Computing

Year 1

Online Safety	Curriculum Skill	Number of times taught
	To understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies. (E-Safety)	1
	To know that the internet is a great way to find information and communicate with people	1
	To know who to tell and what to do if you see something upsetting on the internet	1
	To ask permission before taking photos of people	1
	To understand the importance of passwords when using computers/digital devices.	1
	When online: To apply the THINK Netiquette rules. T – Is it true ? H – Is it high quality ? I – is it informative ? N – Is it necessary ? K – Is it kind ?	1
	When online: To apply the SMART safety rules: S – Keep your personal details safe. M – Never meet strangers face to face. A – Do not accept or respond to files, images or emails from strangers. R – Make sure all that you read is reliable. T – Tell someone you trust if you feel uncomfortable.	1
Computational Thinking	Curriculum Skill	Number of times taught
	To predict the behaviour of simple programs. (Coding)	1
	To understand what algorithms are and how they are implemented on digital devices. (Coding)	1
	To program single instructions.	1
	To develop an awareness of input and output i.e. that computers and devices respond to different commands.	1
	To start programming short sequences of instructions.	1
Internet, Networks and the Web	Curriculum Skill	Number of times taught
	To recognise common uses of information technology in the home and school environment. (Computers)	1
	To understand that computers are networked and linked, so if we save learning to the school network, it can be accessed elsewhere in the school.	1
	To understand that the internet is a network, which is why you can access websites in different places and on different devices.	1
Using Information	Curriculum Skill	Number of times taught
	To begin to use search engines (Swiggle as an example)	1
	To navigate their way around selected websites (appropriate to their reading age)	1



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Computing

IT in the World	Curriculum Skill	Number of times taught
	To understand some of the different ways that digital technology is used at home, school and the world of work.	1
	To know that a range of different devices contain a computer.	1
Whole School	Curriculum Skill	Number of times taught
	To use technology purposefully to create digital content. (Computers)	2
	To begin to use search engines. (Swiggle as an example)	2
	To navigate their way around selected websites. (Appropriate to their reading age)	2

Year 2

Online Safety	Curriculum Skill	Number of times taught
	To use technology safely and keep personal information private. (E-Safety)	1
	To know who to tell and what to do if you see something upsetting on the internet.	2
	To know that the internet is a great way to find information and communicate with people.	1
	When online: To apply the THINK Netiquette rules. T – Is it true ? H – Is it high quality ? I – Is it informative ? N – Is it necessary ? K – Is it kind ? To write positive, friendly comments on a blog.	2
	When online To apply the SMART safety rules: S – Keep your personal details safe . M – Never meet strangers face to face. A – Do not accept or respond to files, images or emails from strangers. R – Make sure all that you read is reliable T – Tell someone you trust if you feel uncomfortable.	2
	To ask permission before taking photos of someone.	2
	To understand the importance of passwords when using computers.	2
	To only make friends online with people you know and trust.	1
Computational Thinking	Curriculum Skill	Number of times taught
	To create and debug simple programs. (Coding)	1
	To create simple programs. (Coding)	1
	To debug simple programs by using logical reasoning to predict the actions instructed by the code. (Coding)	1
	To understand that programs execute by following precise and unambiguous instructions. (Coding)	1
	To use logical reasoning to predict the behaviour of simple programs. (Coding)	1



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Computing

	To understand that an algorithm is a list of instructions written in human language, and a program is a list of instructions written in computer language.	1
	To write a program on a digital device using numbers. (i.e. not just 'forward' or 'back', but 'forward3' / 'back5')	1
Internet, Networks and the Web	Curriculum Skill	Number of times taught
	To understand that computers are networked and linked, so if we save learning to the school network, it can be accessed elsewhere on the network.	2
	To understand that the internet is a network, which is why you can access websites in different places and on different devices.	2
Using Information	Curriculum Skill	Number of times taught
	To recognise common uses of information technology beyond school. (Computers)	1
	To use search engines, using key words.	1
	To understand that some things on the internet are not true.	1
	To understand how to navigate a website. (Back buttons, menus etc.)	1
IT in the World	Curriculum Skill	Number of times taught
	To recognise common uses of information technology beyond school. (Computers)	2
	To understand some of the different ways that digital technology is used at home, school and world of work.	1
	To know that a range of different devices contain a computer.	1
	To know about innovative uses of new technologies inside and outside of school.	1
Whole School	Curriculum Skill	Number of times taught
	To recognise common uses of information technology beyond school. (Computers)	2
	To use search engines, using key words.	2
	To understand that some things on the internet are not true.	2
	To understand how to navigate a website (back buttons, menus etc.)	2
	To know about innovative uses of new technologies inside and outside of school.	2