	Computer Science	**Information Technology**	**Digital literacy**
National curriculum			
What this means	➢ Computational thinking ➢ Coding/programming ➢ Computers and networks https://teachcomputing.org/	➢ Word processing/typing ➢ Data handling ➢ Presentations, web design and eBook creations ➢ Animations ➢ Video creations ➢ Photography and digital art ➢ Augmented reality and virtual reality ➢ Sound ➢ https://teachcomputing.org/	➢ Self-image and identity ➢ Online relationships ➢ Online reputation ➢ Online bullying ➢ Managing online information ➢ Health, wellbeing and lifestyle ➢ Privacy and security ➢ Copyright and ownership ➢ https://projectevolve.co.uk/
Year 1	1.1 Technology around us 1.3 Moving a robot 1.6 Programming animations	1.2 Digital painting 1.4 Grouping data 1.5 Digital writing	All of the above
Year 2	2.1 Information technology around us 2.3 Robot algorithms 2.6 Programming quizzes	2.2 Digital photography 2.4 Pictograms 2.5 Digital music	All of the above
Year 3	3.1 Connecting computers 3.3 Sequencing sounds 3.6 Events and actions in programs	3.2 Stop-frame animation 3.4 Branching databases 3.5 Desktop publishing	All of the above
Year 4	4.1 The internet 4.3 Repetition in shapes 4.6 Repetition in games	4.2 Audio production 4.4 Data logging 4.5 Photo editing	All of the above
Year 5	5.1 Systems and searching 5.3 Selection in physical computing 5.6 Selection in quizzes	5.2 Video production 5.4 Flat-file databases 5.5 Introduction to vector graphics	All of the above
Year 6	6.1 Communication and collaboration 6.3 Variables in games 6.6 Sensing movement	6.2 Webpage creation 6.4 Introduction to spreadsheets 6.5 3D modelling	All of the above

Computing at The Ryde School