

Meeting the National Curriculum

Computer Science: Pupils design, write, and debug programs from early floor robots (Bee-Bots) and ScratchJr in KS1 through to modular block-based coding, variable manipulation, and physical computing hardware (BBC micro:bits) in KS2. They develop robust mental models of computational systems, inputs/outputs, network infrastructure, and data routing.

Information Technology: Progression in purposeful digital asset creation is mapped sequentially across key stages—moving from simple digital painting, word processing, and pictograms in KS1 to advanced multi-track audio/video editing, vector graphics, 3D modelling, and multi-field spreadsheet data analysis in KS2.

Digital Literacy & Online Safety: Digital citizenship is embedded across both key stages to ensure pupils navigate digital spaces safely, responsibly, and critically:

Online Relationships & Reputation: Managing digital footprints, respectful communication, and understanding the persistence of online data.

Managing Online Information: Evaluating source credibility, identifying automated bias/misinformation, and navigating search engine ranking algorithms critically.

Copyright & Ownership: Ethical reuse of intellectual property and digital asset attribution.