National Curriculum Mapping Year 1

KS1 National Curriculum Pupils should be taught to:	Year 1					
	iSafe	iAlgorithm	iModel	iDraw	iProgram	iWrite
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		✔	✔	✔	✔	✔
create and debug simple programs		✔	✔	✔	✔	✔
use logical reasoning to predict the behaviour of simple programs		✔	✔	✔	✔	✔
use technology purposefully to create, organise, store, manipulate and retrieve digital content		✔	✔	✔	✔	✔
recognise common uses of information technology beyond school		✔	✔	✔	✔	✔
use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	✔	✔	✔	✔	✔	✔

National Curriculum Mapping Year 2

KS1 National Curriculum Pupils should be taught to:	Year 2					
	iSafe	iProgram1	iSearch	iAnimate	iPub	iBlog
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		✔	✔	✔	✔	✔
create and debug simple programs		✔	✔	✔	✔	✔
use logical reasoning to predict the behaviour of simple programs		✔	✔	✔	✔	✔
use technology purposefully to create, organise, store, manipulate and retrieve digital content		✔	✔	✔	✔	✔
recognise common uses of information technology beyond school		✔	✔	✔	✔	✔
use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	✔	✔	✔	✔	✔	✔

National Curriculum Mapping Year 3

KS2 National Curriculum Pupils should be taught to:	Year 3					
	iSafe	iProgram1	iSimulate	iNetwork	iConnect	iPodcast
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		✓	✓	✓	✓	✓
use sequence, selection, and repetition in programs; work with variables and various forms of input and output		✓	✓	✓	✓	✓
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		✓	✓	✓	✓	✓
understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration		✓	✓	✓	✓	✓
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content					✓	✓
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		✓	✓	✓	✓	✓
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓				✓	✓

National Curriculum Mapping Year 4

KS2 National Curriculum Pupils should be taught to:	Year 4					
	iSafe	iProgram1	iAnimate	iMail	iProgram2	iData
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		✓	✓	✓	✓	✓
use sequence, selection, and repetition in programs; work with variables and various forms of input and output		✓	✓	✓	✓	✓
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		✓	✓	✓	✓	✓
understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration		✓	✓	✓	✓	✓
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			✓			
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		✓	✓	✓	✓	✓
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓		✓	✓		

National Curriculum Mapping Year 5

KS2 National Curriculum Pupils should be taught to:	Year 5					
	iSafe	iProgram1	iDraw	iCrypto	iWeb	iModel
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		✓	✓	✓		✓
use sequence, selection, and repetition in programs; work with variables and various forms of input and output		✓	✓	✓		✓
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		✓	✓	✓		✓
understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration		✓	✓	✓	✓	✓
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			✓			✓
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		✓	✓	✓	✓	✓
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓					✓

National Curriculum Mapping Year 6

KS2 National Curriculum Pupils should be taught to:	Year 6					
	iSafe	iProgram1	iNetwork	iApp	iProgram2	iModel
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		✓	✓	✓	✓	✓
use sequence, selection, and repetition in programs; work with variables and various forms of input and output		✓	✓	✓	✓	✓
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		✓	✓	✓	✓	✓
understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration		✓	✓	✓	✓	✓
use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content						✓
select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information		✓	✓	✓	✓	✓
use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓					✓