



Using computer networks, the internet and the world wide web

To understand how devices are connected.

Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Can explore making toys work by pressing parts or lifting flaps to achieve effects such as sounds, movement or new images.	Can recognise the range of technology used at home and at school.	Can explore using age appropriate websites e.g. Oxford Owl, Cbeebies, Topmarks, Phonics Play	Can begin to understand that computers and other devices in their school are connected to form a network.	Can understand that computers within their environment are connected to the internet which is made up of computers across the world.	Can access a variety of services on their school's network e.g. using a variety of software, accessing internet, printing and saving their work to a central drive	Can understand how computer networks can provide services such as the world wide web.	Can understand how a web crawler program works.
Can identify technology used at school.	Can explore software on the school network e.g. Infant folder	Can recognise the purpose of technology used at home.	Can save and open work to a common area on the network and print to the same printer from different locations.	Can become familiar with using a web browser to view web pages across the internet safely.	Can locate different hardware components of a local area network e.g. server, switches/hubs,	Can talk about the role devices such as the server play and the benefits of networking computer systems.	Can understand that search results are ranked of importance.
Can identify technology used at home.	Can explore using age appropriate websites e.g. Oxford Owl, Cbeebies, Topmarks, Phonics Play	Can begin to understand that computers and other devices in their school are connected to form a network.	Can understand that computers within their environment are connected to the internet which is made up of computers across the world.	Can access a variety of services on their school's network e.g. using a variety of software, accessing internet, printing and saving their work to a central drive.	Can understand how computer networks can provide services such as the world wide web.	Can understand that search engines build up an index of the information on the world wide web.	Can explain the difference between the internet and the world wide web. Can talk about how they are connected.



Digital Literacy when using the Internet

To know how to use the internet safely and purposefully.

Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Can talk about the rules in the classroom and why they are important.	Can begin to know and understand Smarty the Penguins online safety rule.	Can navigate within a safe website to play games e.g. Cbeebies.	Can begin to recognise and understand what we can use the internet for.	Can remember and understand Sid's Top Tips and apply when using the internet.	Can identify age appropriate games and apps. Can understand why some games are allowed and others aren't.	Can show awareness of ways to report abusive chat and excluding anti-social players.	Can understand the different online platforms they use and judge the quality and reliability of online resources.
Can talk about some of the technology they use at home. Discuss how to use these safely.	Can stay within the given safe website e.g. Cbeebies.	Can understand that information on the internet can be seen by others.	Can understand the importance of respecting others' rights by not posting images online. (Digi Duck)	Can understand how to use community games safely and recognise what is acceptable and report unacceptable behaviour.	Can understand the importance of treating attachments and links with caution e.g. accidental purchases.	Can understand that anything they upload, email or message could stay around forever online.	Can understand the risks of streaming and digital piracy. Legal risks Risks to privacy e.g. webcam
Can begin to know and understand Smarty the Penguins online safety rule.	Can navigate within the safe website to play games.	Can begin to recognise and understand what we can use the internet for.	Can remember and understand Sid's Top Tips and apply when using the internet.	Can identify age appropriate games and apps. Can understand why some games are allowed and others aren't.	Can show awareness of ways to report abusive chat and excluding anti-social players.	Can understand the different online platforms they use and judge the quality and reliability of online resources.	Can use secure sites to buy music and films, such as iTunes or Amazon. Can understand it's illegal to download most films, songs and games without paying for them.