

Computing





Year 1

- Logging into and out of a computer
- Using online illustration applications to draw digital shapes and people
- Mouse skills
- Dragging and dropping
- Taking video recordings

- Editing video recordings in video editing software
- Taking photographs
- **Editing photographs**
- Using data representation software
- Using search engines
- Using basic presentation software

Year 2

- Using online illustration applications to draw objects
- Taking photographs
- Typing on keyboard skills
- Word processing skills
- **Keyboard shortcuts**
- Copying and pasting into documents
- Editing and formatting images in a text document

- Using a coding application
- Using search engines
- Introduction to copyright
- Using spreadsheets to record data
- Mouse and keyboard skills
- **Basic animation**
- Using video editing software

Year 3

- Using video editing software
- Writing and sending emails
- Adding attachments such as images, documents, audio or video files
- Using a coding application
- Using online illustration applications to draw objects
- Taking photographs
- Taking videos
- Editing a video (including adding transitions, sounds and text) in a video editing software
- Using spreadsheet software to create databases (including sorting, filtering and representing data)

Year 4

- Using spreadsheet software to create databases (including sorting, filtering and representing data)
- Using online illustration applications to draw objects
- Using collaborative online tools i.e. The Google Suite (Docs, Forms, Slides and Sites)
- Adapting sections of code

- Using a coding application
- Green screen filming
- Editing a video (including adding transitions, sounds and text) in a video editing software
- Website design and creation

Year 5

- Animation skills
- Using video editing software
- Using programming skills in a range of software
- Using search engines and evaluating search results
- Digital poster creation
- Using 3D design software

Year 6

- Using presentation software
- Recording audio files
- Using video editing software

- Using the Python programming language
- Scanning QR codes
- Using 3D design software