

■ Self-image & Identify  
 ■ Online Relationships  
 ■ Health, well-being and lifestyle  
 ■ Online Reputation  
 ■ Online bullying  
 ■ Managing online information  
 ■ Privacy and security  
 ■ Copyright and ownership

Explain how passwords can be used to protect information, accounts and devices.

explain that others online can pretend to be someone else, including my friends, and can suggest reasons

explain how my online identity can be different to my offline identity.

Give examples of what is meant by 'private' and 'keeping things private'.

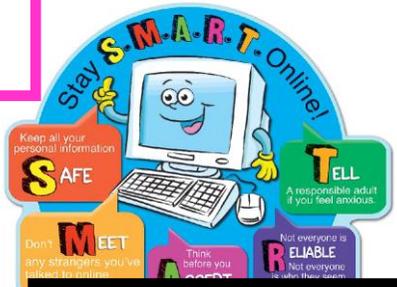
Explain how some people may have devices in their homes connected to the internet and give examples (lights, fridges, television).

describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them.

Describe and explain some rules for keeping information private (creating and protecting passwords).

Give examples of how someone might use technology to communicate with others they don't know offline and explain why this might be risky (email, online gaming, a pen--pal).

explain ways that some of the information about anyone online could have been created, copied or shared by others.



Can use simple keywords in search engines and demonstrate how to navigate a simple web page to get information I need.

Can explain what voice activated searching is and how it might be used and know it is not a real person (Alexa, qoogle, Siri).

**A Y2 Digital Citizen 'I can...'**

describe how to find out information about others by searching online

explain the difference between things that are imaginary or make believe and things that are true and real.

describe some of the methods used to encourage people to buy things online and can recognise some of these when they appear online.

Explain who I should ask before sharing things about myself or others online.

Explain what bullying is and how people may bully others and how it can make someone feel.

Explain simple guidance for using technology in different environments and settings (accessing online technologies in public places and in the

Recognise that content on the internet may belong to other people.

give examples of how to be respectful to others online and describe how to recognise healthy and unhealthy online behaviours

explain why anyone who experiences bullying is not to blame and talk about how anyone experiencing bullying can get help.

Say how those rules/guides can help anyone accessing online technologies.

Describe why other people's work belongs to them.

■ Computer Science (Algorithms and programming) ■ Creative Media ■ Data & Information ■ Digital literacy

Understand the importance of testing and evaluating programs as I go.

...use a variety of tools to create a program

recognise how networked devices make up the internet

...describe how networks physically connect to other networks

explain and modify infinite loops and count controlled loops

To outline how websites can be shared via the World Wide

describe how content can be added and accessed on the World Wide Web

develop a design that includes two or more loops which run at the same time

navigate using an internet browser

...recognise and predict an error in a program and debug it.

use repeat instructions to draw regular shapes on screen on commands



...use a digital device to record data to answer given questions.

...use a keyboard confidently and make use of a spellchecker to write and review my work.

design a project that includes repetition

make turns specifying the degrees

explain that a digital recording is stored as a file

A Y2 Digital learner 'I can...'

identify data that can be gathered and suggest questions that can be answered using a given data set.

manipulate text, underline text, centre text, change font and size and save text to a folder

select, download, import and export media, including the use of copy and paste.

...collect data and identify where it could be inaccurate.

Interpret, present and draw conclusion from the data I have collected.

Capture images and audio on a range of digital devices, understanding the inputs and outputs needed to play and record.

choose appropriate tools to edit selected media, evaluating the impact of my publication.

...plan, create and search a database to answer questions.