

The use of technology within Manor School is developing continuously as a tool to support teaching and learning across the school. Within EYFS, KS1 and KS2 ICT is covered primarily through day-day teaching with full integration with other subjects making use of the range of technology which is available.

Children are supported in developing an understanding of how technology makes a difference in all aspects of life. Children will, for example, (EYFS), develop an awareness of how different technology is used in the world around us (KS1→ KS2)) begin to select software, evaluate applications and use this knowledge in their making choices and research.

Year 1	
Multimedia and word processing	Combine text, images and possibly other features to create either a printable document or a simple multimedia presentation
Graphics	Use a paint package to create pictures and effects
Digital video / Pictures	Use a digital camera and camcorder to record images
Music and sound	Use ICT to listen to and talk about sounds, record and playback voice on different devices
Research	Explore a variety of resources to access a range of information for a topic.
Handling data	Either as a class or individually, collects information. Use a pictogram to represent the information and answer simple questions about it.
Modelling	Explore options in simple simulations and in a paint package, making choices to achieve an outcome
Control	Guide a floor robot to visit specific locations on a floor map related to another subject, recording the instructions.
Year 2	
Multimedia and word processing	Combine text, images and possibly other features to create either a printable document or a simple multimedia presentation. Choices should suit purpose.
Graphics	Use a range of tools in a paint package to create a picture to suit a purpose.
Digital video / Pictures	Use a digital camcorder and camera; download with support and use for a purpose
Music and sound	Select and record with support
Communication Collaboration and publishing	Work online, developing understanding of internet safety
Research	Explore a variety of resources to access a range of information for a topic.
Handling data	Use a sorting/ graphing package to collect, organise and classify data.
Modelling	Explore options in simple simulations and in a paint package, making choices and making changes to achieve an outcome

Year 3	
Multimedia and word processing	Combine text, graphics and possibly other features to create both printed documents and multimedia presentations
Graphics	Use a range of paint tools to create pictures as part of other multimedia/publishing work.
Digital video / Pictures	Use digital cameras and camcorders with growing independence considering purpose and quality of footage.
Music and sound	Compose music using simple software.
Communication Collaboration and publishing	Share work and ideas through a collaborative learning goal.
Research	Use the Internet with support to search and a find a range of information for a given topic
Handling data	Enter data into a simple database. Use this information with support to answer straightforward questions , for example on numerical values or more /less
Modelling	Use simple simulations in a paint package, making choices and making changes to achieve an outcome
Control	Take part in a class investigation using a floor robot.
Year 4	
Multimedia and word processing	Improve multimedia presentation with/without support showing awareness of purpose.
Graphics	Create images using an art/drawing package as part of multimedia/publishing work.
Digital video / Pictures	Use digital cameras and camcorders with growing independence and show recognition of uploaded image.
Music and sound	Plan and record material to create a sound story using software to compose their own music
Communication Collaboration and publishing	Use editing and formatting techniques to develop and refine work
Research	Use the Internet with support to search and a find a range of information for a given topic
Handling data	With support, collect, organise and I insert 'data' using graph package
Modelling	Plan and sequence instructions showing some understanding of 'predicting 'result.
Control	Test short sequences of linked instructions to achieve intended outcomes using a screen turtle or floor robot.

Year 5	
Multimedia and word processing	Develop use of crop, group, rotate and resize tools within work.
Graphics	Create an image that is as accurate and scaled as possible.
Digital video / Pictures	With support use, Crop, edit and rotate within a piece of work.
Music and sound	Experiment with sound recording in different locations.
Communication Collaboration and publishing	Save work to a shared area to allow others access. . Develop key skills and ideas about personal safety when using any form of electronic communication
Research	Use the Internet to search and a find a range of information for a given topic
Handling data	Collect, organise and insert 'data' using graph package
Modelling	Begin to predict what a model will do with some accuracy.
Control	Predict and test short sequences of linked instructions to achieve intended outcomes using a screen turtle or floor robot.
Year 6	
Multimedia and word processing	Plan a presentation, organise and refine to suit purpose and audience
Graphics / Digital video / Pictures	Crop, edit and arrange images in order to create a new image.
Music and sound	Record sounds in different locations to create audio book/story.
Communication Collaboration and; publishing	Create and collaborate on shared learning and save result to a shared area to allow others access. . Develop key skills and ideas about personal safety when using any form of electronic communication
Research	Search the Internet using a range of techniques to find a range of information; and present findings.
Handling data	Collect, organise and insert 'data' using graph package and present findings to a specific audience
Modelling	Create and design a leaflet/flier using a paint package, making choices and making changes to achieve an outcome.
Control	Create a sequence of instructions to control screen turtle or floor device to achieve intended outcome i.e. shapes, line drawing etc.