



INFORMATION TECHNOLOGY FOR YEAR R

Learning Objectives

1. To discuss the technology which the children are familiar with, e.g. television, microwaves, CD players, DVD players.
2. To gain confidence in using machines appropriate to their age.
3. To appreciate that machines and devices can be controlled by a sequence of physical actions.
4. To learn how to give and follow instructions.
5. To learn to use a mouse to make selections and to organise elements by dragging.
6. To learn to use a computer programme to assemble pictures and to match pictures to texts.
7. To colour an existing picture.
8. To extend mathematical skills.
9. To discuss films, books, television, DVDs and software, identifying positive and negative features. **(Philippians 4:8)**

Vocabulary: mouse, click, drag, select, screen/monitor

Software: Pages
Paint
Starspell
Tizzy's Toy-box
My First Workbook
Number Train
Primary Maths
I Want to Read
Abdraw
Abwrite

INFORMATION TECHNOLOGY FOR Year 1

Learning Objectives

1. To begin producing text using a computer.
2. To increase the children's familiarity with the keyboard.
3. To distinguish the 'Caps Lock' from the 'Shift' key for upper case letters.
4. To begin correcting errors using the delete / backspace key and appropriate arrow keys.
5. To use the mouse to select pictures to accompany text.
6. To use the mouse to select and move pictures on the screen.
7. To extend and practise mathematical skills.
8. To discuss film, television, DVD and software, learning how to handle disturbing elements within them. **(Philippians 4:8)**

Vocabulary: caps lock, shift, return/enter, delete, keyboard, space-bar

Software: Pages
Paint
Number Brush
Heinemann Maths 2
Tizzey's First Tools
Living Books
I Want to Read
Starspell
Abdraw
Abdata
Abwrite

INFORMATION TECHNOLOGY FOR Year 2

Learning Objectives

1. To improve mouse control and increase familiarity with lower and upper-case letters.
2. To use a word-processor to produce text that communicates meaning, including spaces after punctuation.
3. To use computer graphics to create a picture, selecting appropriate tools for various tasks, including paint tools, brush sizes, use of 'erase' and 'undo' and change of colour.
4. To use 'save as' and a file name for saving work.
5. To save, retrieve and print work.
6. To select and create geometric shapes.
7. To enter information into a database, to look at records and create graphs.
8. To practise and extend mathematical skills.
9. To become aware of peer pressure in purchasing software.

Vocabulary: graphics, icon, pencil tool, brush tool, spray tool, flood fill, line, save as

Software: Pages
Paintbrush
On the Network
Heinemann Maths 2
Starspell
Maths Toolbox
Matti Mole's Summer
DK Children's Encyclopaedia
Christmas Story

INFORMATION TECHNOLOGY FOR Year 3

Learning Objectives

1. To use computer typing programmes.
2. To communicate by using a combination of text and graphics.
3. To learn how to alter font size and type, also colour for effect and emphasis; highlighting words, bold, italic and underline.
4. To learn how to amend and save changes to text, including the insertion of words or sentences, centring and adding titles.
5. To use the shift key to type upper case letters, question marks and exclamation marks.
6. To open a new page in Paint and close an unwanted one.
7. To save, retrieve and print work without help.
8. To use graphics with special attention to effect, tone, depth and shading.
9. To learn to use the spell check.
10. To locate and retrieve information stored in a database.
11. To begin to learn the importance of questioning the accuracy of information displayed and to understand that results may be affected by incorrect data entries.
12. To give opportunity for modelling using 'Map Venture'.
13. To discuss priorities in the use of free time at home, including 'computer addiction'.

Vocabulary: font, highlight, select all, centre, bold, italic, underline, graphics, insert, copy, frame, align right, align left

Software: Pages
Open Office or Microsoft Word
Mavis Beacon
Connections
Starspell Plus
Paintbrush
Map Venture
Worldwise
DK Children's Encyclopaedia

INFORMATION TECHNOLOGY FOR Year 4

Learning Objectives

1. To give opportunity for further practice on keyboard skills.
2. To learn how to cut and paste to reorder a piece of text, including format, left, right, centre, justify.
3. To learn how to select areas, copy and resize them.
4. To create repeating patterns using the copy tool.
5. Use zoom facilities in editing.
6. To save and retrieve work from folders.
7. To learn how to pictorially present information from a database, selecting appropriate graphs. (Information Workshop)
8. To search for specific data, amend it and then print it.
9. To recognize that newspapers use a variety of written and visual effects. The children could begin to produce their own papers.
10. To discuss the development of personal strategies for the assessment of moral values in software and how to handle them.
11. Type out and effectively edit a piece of writing.
12. To use Clipart, selecting, moving, enlarging, flipping and rotating pictures.
13. To use a problem-solving programme using computer models.
14. Integrate ICT into different areas of the curriculum.
15. To use computer models and spelling games to further develop keyboard skills.

Vocabulary: keyboard, backspace, enter, shift, delete, cut, paste, copy, view, edit, centre, resize, zoom, database, field, record, Internet, column, Clipart, enlarge, rotate, wrap, word processing

Software: Open Office or Microsoft Word
Paint
Starspell Plus
Eurotour – CD
Information Workshop
Map Venture
Internet Explorer
BBC website facilities
Windows NT

INFORMATION TECHNOLOGY FOR Year 5

Learning Objectives

1. To begin to merge pictures, symbols and words onto the same file, importing and pasting from other applications.
2. To use an object-based graphics programme to create and manipulate objects and explore possibilities.
3. To minimise and maximise on Windows programmes.
4. To recognise and correct implausible and inaccurate information on a database.
5. To use the zoom facility.
6. To annotate illustrations.
7. To learn to use prepared databases to answer questions which rely on more than one variable.
8. To learn that data records consist of fields into which data is entered.
9. To use AND, OR in their searches.
10. To begin to skim read to sift information to modify a search strategy.
11. To enter numbers and labels on a spreadsheet.
12. To save and retrieve position in a modelling game.
13. To make accurate predictions in a modelling game.
14. To use subject orientated software for research, consolidation and extension.
15. To begin to discuss the advantages and problems associated with ICT and to become aware of the uses of ICT in society.
16. To discuss the power of multi-media to influence our priorities and values, e.g. spending, relationships, fashions. **(Matthew 6:31-33 2 Peter 3: 14-18)**

Vocabulary: Spreadsheet, cell, AND, OR, fields

Software:

Ability Spread	Mathsphere
Ability Data	Heinemann Maths
Ability Write	Starspell
Ability Draw	Wordpad
Ability Launcher	DK Children's Encyclopaedia
Microsoft Works	Y5 also have use of the software
Pages	on the network in the Y6 room.
Notepad	
Paint	

INFORMATION TECHNOLOGY FOR Year 6

Learning Objectives

1. To be confident in presenting work using computer generated words, pictures, graphs or symbols to communicate to a range of different audiences, including display features such as boxes to highlight information.
2. To use ICT to create leaflets.
3. To create databases determining fields.
4. To use spreadsheets to explore a mathematical model.
5. To learn how to copy cells on a spreadsheet.
6. To use a spreadsheet to draw a graph, selecting appropriate criteria such as average, pie charts, scatter-graphs.
7. To further discuss the advantages of ICT and its related problems and dangers of misuse, including stewardship of time, proper use of secrecy, evaluating software and developing self-control.
8. To learn to use E-mail and explore the Internet in researching projects.
9. To use subject-orientated software for consolidation, extension and research.
10. To develop control and modelling skills through various programmes.
11. To zoom on Paint to refine work.

Software:

- Mavis Beacon
- Open Office or Microsoft Word
- Paintbrush
- Mission Control
- Map Venture
- E-mail Detectives
- MT Certificatemaker
- MT Greeting Cardmaker
- Worldwise
- DK Children's Encyclopaedia