

SKILLS PROGRESSION: INFORMATION TECHNOLOGY

F2	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ITF.1 Begin to use a computer keyboard using single fingers, developing a familiarity with letters, numbers, backspace, arrow keys and spacebar.	IT1.1 Can produce text, adding and making basic edits to text in appropriate software or app.	IT2.1 When producing text, can add and edit text, considering style, colour, layout and font.	IT3.1 Be able to format the text to indicate relative importance, including bold, italic, underline and strikethrough.	IT4.1 Can use a range of features of layout and design such as text boxes, columns and borders, to control the layout and presentation of a document.	IT5.1 Can independently plan and structure the layout of multimedia presentations, drawing on a range of different techniques and styles as appropriate for the task.	IT6.1 Be able to make appropriate use of text and hyperlinks to produce a non-linear presentation or document.
ITF.2 Be able to use an interactive whiteboard or tablet for mark-making and to communicate their ideas.	IT1.2 Be able to explore a range of simple tools within a digital art package, to create and alter the appearance of an image.	IT2.2 Be able to use simple tools within age-appropriate software to create digital art or alter an image, using tools such as crop, resize, and flip, and exploring effects such as symmetry.	IT3.2 Be able to select and use appropriate editing tools in an image-editing package for a specific purpose.	IT4.2 Be able to make use of a range of visual effects such as filters, hues, saturation, contrast and combining images to give different effects.	IT5.2 When using digital art software, be able to select and change options within the creation tools to alter the effect or transform an image e.g. line width, opacity, blur, iterations, etc.	IT6.2 Be able to use layers within a digital art package to allow more detailed creation, refining the use of tools to create increasingly purposeful digital artworks.

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ITF.3	IT1.3	IT2.3	IT3.3	IT4.3	IT5.3	IT6.3
Use a digital camera or tablet to capture still and moving images.	Be able to use simple video or animation software.	Be able to sequence and arrange images and text for a purpose.	Be able to sequence still images, video, audio clips and text to create a video presentation.	Be able to create and add text, video, sound and other graphic effects to a video presentation for an audience, using editing techniques such as crop and trim.	Be able to include a range of media in documents or presentations, including images, video and sound, embedded media and hyperlinks.	Be able to create videos that include greenscreen or animated footage. Edit footage with different effects such as slow-motion, cutaway, picture in picture.
ITF.4	IT1.4	IT2.4	IT3.4	IT4.4	IT5.4	IT6.4
Be able to record and playback pre-recorded sounds and speech using age-appropriate software or other recording devices.	Can use a sound recorder to store information as sound, and create sounds or music by arranging sound markers.	Be able to select and record musical phrases, sound-effects or voice-overs to enhance multimedia work.	Can locate, record, save and retrieve sounds in multimedia software.	Able to layer sounds using music composition software.	To be able to layer and edit sounds in appropriate sound editing software.	Be able to import sounds into audio editing software, layering and editing to refine their work.
ITF.5	IT1.5	IT2.5	IT3.5	IT4.5	IT5.5	IT6.5
Be able to sort, sequence or group various objects on a screen or interactive whiteboard.	Be able to use suitable on-screen graphing software to represent information using pictographs.	Can make use of different types of graphs (pictographs and bar charts) to represent data collected.	Be able to use data loggers to collect snapshot information and use information from a given source.	Be able to collect snapshot data from data loggers, selecting the appropriate tool to generate graphs or charts.	With support, be able to organise data by designing fields and entering records in a database, checking for accuracy.	Can export and analyse continuous data from data logging and present in graph form.

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IT3.6	IT4.6	IT5.6	IT6.6
Be able to enter data into a graphing package and use it to create a range of graphs.	Be able to create a branching database to sort and identify objects.	Be able to query a database using keywords and filters to search a large database, for example using 'greater than', 'equal to' and 'contains'.	Can add simple formulae to their own spreadsheets, such as SUM, MAX, MIN and AVERAGE. Enter data and use filters to sort information.
		IT5.7	IT6.7
		Understand that spreadsheets perform calculations. Explore the effect of changing the cell values in a pre-prepared spreadsheet.	Can use a spreadsheet to produce bar and pie charts.