**Digital Media- Specific achievements by end of KS2.**

**Photos**

* Take photographs for a specific purpose, giving consideration to what they are taking.
* Edit and combine photographs to create effects and new digital images.

**Graphics**

* Create basic images on the computer- using Paint.net / Dazzle / Canvatastic
* Use paint programs and other on-line programs to create **layered** drawings.
* Compare different graphic tools and know what they do.

**Video**

* Shoot video for a range of different purposes (throughout KS1 + 2)
* Plan, create and edit video using a range of basic editing applications.

**Animations**

* Create stop-motion animations- (Pivot)
* Create stop-motion animations and combine with video editing to add sound and effects. (Photostory 3)

**Audio**

* Use ICT to create own audio from pre-recorded samples. (Compose World)
* Use ICT to create own audio files from recorded sounds.

**Creating and Publishing- Specific achievements by end of KS2.**

**Word Processing**

* Word process work, changing the font, colour and adding images. (by Y2)
* Use word processing skills to present work across key stages.
* Collaborate together to create documents.

**Presentations**

* Create basic presentations using Microsoft PowerPoint.
* Explore various presentation tools and select the most effective.
* Work together to produce a presentation

**Web publishing.**

* Use google sites or weebly to create a website.
* Use site building skills to create websites across the curriculum.

**Applications.**

* Start to create own web app or game.

**Using a Computer- Specific achievements by end of KS1**

* Mouse skills- range of fun websites- poisson rouge etc (reception)
* Typing skills (Y1 + 2)

Programming and Control

* Understand and develop **computational thinking**- *thinking like a computer* (throughout KS2)
* Use floor robots to complete a series of tasks- including programming pro bots/roamer plus
* Use robo-mind to control bots and then program- simple tasks.
* Create basic puzzles using online tools.
* Explore Kodu to create games (Y5 + 6)
* Use scratch to create basic games (Y5 + 6)

Using Data- by end of KS2

**Data and Databses.**

* Create graphs and pictograms using the computer (KS1- as part as maths curric)
* Create and search basic branching databases (Y3/4)
* Complete databases and perform simple searches (Y4/5/6)

**Spreadsheets**

* Understand language of spreadsheets
* Create basic spread sheets including basis formulas.

Other skills

* Maps
* Digital story telling
* Video in each year group
* Photo in each year group
* Researching and finding information throughout.