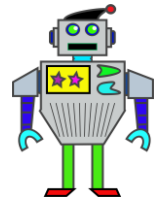


# Digital Competency – Dosbarth Derbyn



	Skill	You can do it!
<b>Citizenship</b>	Recognise that actions have consequences and identify simple rules to keep them safe (offline and online), e.g. <i>classroom rules/charters should incorporate digital and non-digital rules</i>	
	Recognise that data can be shared online, e.g. <i>with adult support, find images of themselves and others for example on the school website/school social media page, etc.</i>	
	Recognise that actions have consequences and identify simple rules to keep safe (offline and online), e.g. <i>classroom rules/charters should incorporate digital and non-digital rules</i>	
	Recognise that data can be shared online, e.g. <i>with adult support, find images of themselves and others for example on the school website/school social media page</i>	
	Add their name to digital work, e.g. <i>type first name on keyboard</i>	
	Find the name of the author on digital work	
	Explain how people can connect with others online, e.g. <i>identify forms of communication (including digital)</i>	
	Use appropriate words and feelings, e.g. <i>discuss words and feelings that could upset people – link to offline personal and social education (PSE) and well-being work.</i>	
<b>Interacting &amp; Collaborating</b>	Talk about different forms of online communication, e.g. <i>e-mail, messaging, video call and their uses</i>	
	Collaborate with a partner on a piece of digital work	
	Save work by clicking an icon and understand that the work can be retrieved.	
<b>Producing</b>	Identify a success criterion in response to questions, e.g. <i>success criteria may include ensuring the subject is in the middle of the image when taking a photograph</i>	
	Find information with a variety of sources, e.g. <i>suggest technology as a source of information and explore familiar image/symbol-based websites or apps</i>	
	Comment on work in relation to a single success criterion, e.g. <i>add comments using recording feature in software.</i>	
<b>Data &amp; Computational Thinking</b>	Control devices by giving them instructions	
	Listen to and follow a sequence of instructions from others	
	Create verbal instructions	