



Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A 2022/2023	COMPUTING SYSTEMS AND NETWORKS Technology around us To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type To use the keyboard to edit text To create rules for using technology responsibly	CREATING MEDIA Digital painting To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture To compare painting a picture on a computer and on paper	CREATING MEDIA Digital writing To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare writing on a computer with writing on paper Online Safety	DATA AND INFORMATION Grouping data To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects	PROGRAMMING A Moving a robot To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem <i>Scrap heap challenge?</i>	PROGRAMMING B Introduction to animation To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project To use my algorithm to create a program
Cycle B 2023/2024	COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA Digital photography To know what	CREATING MEDIA Making music To say how music can make us feel	DATA AND INFORMATION Pictograms To recognise that	PROGRAMMING A Robot algorithms To describe a series of instructions as a	PROGRAMMING B Introduction to quizzes To explain that a



	<p>Information technology around us</p> <p>To recognise the uses and features of information technology</p> <p>To identify information technology in the home</p> <p>To identify information technology beyond school</p> <p>To explain how information technology benefits us</p> <p>To show how to use information technology safely</p> <p>To recognise that choices are made when using information technology</p>	<p>devices can be used to take photographs</p> <p>To use a digital device to take a photograph</p> <p>To describe what makes a good photograph</p> <p>To decide how photographs can be improved</p> <p>To use tools to change an image</p> <p>To recognise that images can be changed</p>	<p>To identify that there are patterns in music</p> <p>To describe how music can be used in different ways</p> <p>To show how music is made from a series of notes</p> <p>To create music for a purpose</p> <p>To review and refine our computer work</p> <p>Online Safety</p>	<p>we can count and compare objects using tally charts</p> <p>To recognise that objects can be represented as pictures</p> <p>To create a pictogram</p> <p>To select objects by attribute and make comparisons</p> <p>To recognise that people can be described by attributes</p> <p>To explain that we can present information using a computer</p>	<p>sequence</p> <p>To explain what happens when we change the order of instructions</p> <p>To use logical reasoning to predict the outcome of a program (series of commands)</p> <p>To explain that programming projects can have code and artwork</p> <p>To design an algorithm</p> <p>To create and debug a program that I have written</p>	<p>sequence of commands has a start</p> <p>To explain that a sequence of commands has an outcome</p> <p>To create a program using a given design</p> <p>To change a given design</p> <p>To create a program using my own design</p> <p>To decide how my project can be improved</p>
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<p>Cycle C 2024/2025</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p>	<p>CREATING MEDIA</p>	<p>CREATING MEDIA</p>	<p>DATA AND INFORMATION</p>	<p>PROGRAMMING A</p>	<p>PROGRAMMING B</p>
	<p>Connecting computers To explain how digital devices function To identify input and output devices To recognise how digital devices can change the way we work To explain how a computer network can be used to share information To explore how digital devices can be connected To recognise the physical components of a network</p>	<p>Stop-frame animation To explain that animation is a sequence of drawings or photographs To relate animated movement with a sequence of images To plan an animation To identify the need to work consistently and carefully To review and improve an animation To evaluate the impact of adding other media to an animation</p>	<p>Desktop publishing To recognise how text and images convey information To recognise that text and layout can be edited To choose appropriate page settings To add content to a desktop publishing publication To consider how different layouts can suit different purposes To consider the benefits of desktop publishing</p>	<p>Branching databases To create questions with yes/no answers To identify the object attributes needed to collect relevant data To create a branching database To identify objects using a branching database To explain why it is helpful for a database to be well structured To compare the information shown in a pictogram with a branching database</p>	<p>Sequence in music To explore a new programming environment I can identify that each sprite is controlled by the commands I choose To explain that a program has a start To recognise that a sequence of commands can have an order To change the appearance of my project To create a project from a task description</p>	<p>Events and actions To explain how a sprite moves in an existing project To create a program to move a sprite in four directions To adapt a program to a new context To develop my program by adding features To identify and fix bugs in a program To design and create a maze-based challenge</p>