



Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Cycle A 2022/2023</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Technology around us</p> <ul style="list-style-type: none"> 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 	<p>CREATING MEDIA</p> <p>Digital painting</p> <ul style="list-style-type: none"> 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 	<p>CREATING MEDIA</p> <p>Digital writing</p> <ul style="list-style-type: none"> 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 <p>Online Safety</p>	<p>DATA AND INFORMATION</p> <p>Grouping data</p> <ul style="list-style-type: none"> 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 	<p>PROGRAMMING A</p> <p>Moving a robot</p> <ul style="list-style-type: none"> 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 <p><i>Scrap heap challenge?</i></p>	<p>PROGRAMMING B</p> <p>Introduction to animation</p> <ul style="list-style-type: none"> 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
<p>Cycle B 2023/2024</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p>	<p>CREATING MEDIA</p> <p>Digital photography</p> <ul style="list-style-type: none"> To know what 	<p>CREATING MEDIA</p> <p>Making music</p> <ul style="list-style-type: none"> To say how music can make us feel 	<p>DATA AND INFORMATION</p> <p>Pictograms</p> <ul style="list-style-type: none"> To recognise that 	<p>PROGRAMMING A</p> <p>Robot algorithms</p> <ul style="list-style-type: none"> To describe a series of instructions as a 	<p>PROGRAMMING B</p> <p>Introduction to quizzes</p> <ul style="list-style-type: none"> To explain that a



	<p>Information technology around us To recognise the uses and features of information technology To identify information technology in the home To identify information technology beyond school To explain how information technology benefits us To show how to use information technology safely To recognise that choices are made when using information technology</p>	<p>devices can be used to take photographs To use a digital device to take a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that images can be changed</p>	<p>To identify that there are patterns in music To describe how music can be used in different ways To show how music is made from a series of notes To create music for a purpose To review and refine our computer work Online Safety</p>	<p>we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer</p>	<p>sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written</p>	<p>sequence of commands has a start To explain that a sequence of commands has an outcome To create a program using a given design To change a given design To create a program using my own design 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>