

	COMPUTING SYSTEMS & NETWORKS	CREATING MEDIA	DATA & INFORMATION	PROGRAMMING
YEAR 1	<p><u>Technology around us</u> To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text To create rules for using technology responsibly</p>	<p><u>Digital painting</u> 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> <p><u>Digital writing</u> 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>	<p><u>Grouping data</u> 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>	<p><u>Moving a robot</u> 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> <p><u>Introduction to animation</u> 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>
YEAR 2	<p><u>Information technology around us</u> To recognise the uses and features of information technology To identify the uses of information technology in school To identify information technology beyond school To explain how information technology helps us To explain how to use information technology safely To recognise that choices are made when using information technology</p>	<p><u>Digital photography</u> To use a digital device to take a photograph To make choices when taking 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 photos can be changed</p> <p><u>Making music</u> To say how music can make us feel To identify that there are patterns in music To experiment with sound using a computer To describe how music can be used in different ways To use a computer to create a musical pattern To create music for a purpose To review and refine our computer work</p>	<p><u>Pictograms</u> To recognise that 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><u>Robot algorithms</u> To describe a series of instructions as a 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><u>Introduction to quizzes</u> To explain that a 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>