

Computing 2023-2025

	Autumn	Spring	Summer
R	Getting to grips with technology –Device		
	Personal, Social and Emotional Development	Increasingly follow rules, understanding why they are important. Show resilience and perseverance in the face of a challenge (Debugging) Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	
	Physical Development	Match their developing physical skills to tasks and activities in the setting. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.	
	Understanding the World	Explore how things work.	
	Expressive Arts and Design (Creating with Materials)	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	
	Vocabulary Computer, keyboard, device, tablet, app. Equipment, Buttons, Movement		
1/2 Year A 2024- 25	- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs - Algorithm		
	Moving a Robot 1.1 1.2 1.3 1.5 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	Introduction to animation 1.1 1.2 1.3 1.4 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	Robot algorithms 1.1 1.2 1.3 1.4 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
	Technology Around Us 1.4 1.5 1.6 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	Grouping Data 1.4 1.6 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	
	use technology purposefully to create, organise, store, manipulate and retrieve digital content - Manipulate		
1/2 Year B 2023- 24	Digital Painting 1.4 1.5 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	Digital Writing 1.4 1.6 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	Making Music 1.4 1.5 To say how music can make us feel 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
	Pictograms 1.4 1.6 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		Technology around us 1.4 1.5 1.6 To identify a computer and its main parts

	To recognise that people can be described by attributes To explain that we can present information using a computer		To use a mouse or trackpad in different ways To use the keyboard to edit text To create rules for using technology responsibly
3/4 Year A 2024-25	Design, write & debug programs/Use logical thinking to explain how algorithms work/ design & write programs- Programming		
	Events and actions 2.1 2.2 2.3 2.6 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	Repetition in shapes 2.1 2.2 2.3 2.6 To identify that accuracy in programming is important To create a program in a text-based language To explain what 'repeat' means To modify a count-controlled loop to produce a given outcome To decompose a program into parts To create a program that uses count-controlled loops to produce a given outcome	Repetition in games 2.1 2.2 2.3 2.6 To develop the use of count-controlled loops in a different programming environment To explain that in programming there are infinite loops and count controlled loops To develop a design which includes two or more loops which run at the same time To modify an infinite loop in a given program To design a project that includes repetition To create a project that includes repetition
	Connecting Computers 2.2 2.4 2.6 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	Branching Databases 2.6 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	
Year B 3/4 Year B 2023-24	use search tech effectively/present information – Debugging		
	Desktop Publishing 2.5 2.6 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	Stop Frame Animation 2.6 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	Photo/Audio Editing 2.5 2.6 2.7 To explain that a digital recording is stored as a file: To explain that audio can be changed through editing: To show that different types of audio can be combined and played together: To describe how images can be changed for different uses To make good choices when selecting different tools To recognise that not all images are real To evaluate how changes can improve photos and audio.
	The Internet 2.4 2.5 2.6 2.7 To describe how networks physically connect to other networks To recognise how networked devices make up the internet To outline how websites can be shared via the World Wide Web To describe how content can be added and accessed on the World Wide Web To recognise how the content of the WWW is created by people To evaluate the consequences of unreliable content	Data Logging 2.2 2.6 To explain that data gathered over time can be used to answer questions To use a digital device to collect data automatically To explain that a data logger collects 'data points' from sensors over time To use data collected over a long duration to find information To identify the data needed to answer questions To use collected data to answer questions.	
5/6 Year A 2024-25	Use sequence, selection & repetition in programs/understand how devices connect to the internet - Network		

	Video Editing 2.5 2.6 2.7 To recognise video as moving pictures, which can include audio To identify digital devices that can record video To capture video using a digital device To recognise the features of an effective video To identify that video can be improved through reshooting and editing To consider the impact of the choices made when making and sharing a video	3D Modelling 2.6 2.7 To use a computer to create and manipulate three-dimensional (3D) digital objects To compare working digitally with 2D and 3D graphics To construct a digital 3D model of a physical object To identify that physical objects can be broken down into a collection of 3D shapes To design a digital model by combining 3D objects To develop and improve a digital 3D model	Web Page Design 2.5 2.6 2.7 To review an existing website and consider its structure To plan the features of a web page To consider the ownership and use of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people
	Sharing Information 2.1 2.2 2.4 2.6 2.7 To explain that computers can be connected together to form systems To recognise the role of computer systems in our lives To recognise how information is transferred over the internet To explain how sharing information online lets people in different places work together To contribute to a shared project online To evaluate different ways of working together online	Spreadsheets 2.6 To identify questions which can be answered using data To explain that objects can be described using data To explain that formula can be used to produce calculated data To apply formulas to data, including duplicating To create a spreadsheet to plan an event To choose suitable ways to present data	
5/6 Year B 2023-24	Select use and combine a variety of software on a range of digital devices - Deconstruct		
	Selection in quizzes 2.1 2.2 2.3 2.6 To explain how selection is used in computer programs To relate that a conditional statement connects a condition to an outcome To explain how selection directs the flow of a program To design a program which uses selection To create a program which uses selection To evaluate my program	Variables in games 2.1 2.2 2.3 2.6 To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project	Sensing 2.1 2.2 2.3 2.6 To create a program to run on a controllable device To explain that selection can control the flow of a program To update a variable with a user input To use an conditional statement to compare a variable to a value To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a controllable device
	Communication 2.1 2.4 2.5 2.6 2.7 To identify how to use a search engine To describe how search engines select results To explain how search results are ranked To recognise why the order of results is important, and to whom To recognise how we communicate using technology To evaluate different methods of online communication	Flat-file Databases 2.5 2.6 To use a form to record information To compare paper and computer-based databases To outline how grouping and then sorting data allows us to answer questions To explain that tools can be used to select specific data To explain that computer programs can be used to compare data visually To apply my knowledge of a database to ask and answer real-world questions	