

West Bridgford Infant School Computing Sequence of Learning

Year 1	Autumn Term	Spring Term	Summer Term
	<p>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies <p>Autumn 1 – Computing Systems and Networks – Technology around us</p> <p>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>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies <p>Spring 1 – Creating Media – Digital writing</p> <p>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 typing on a computing to writing on paper</p> <p>End Point: To use a computer to write text. To edit text on a computer.</p>	<p>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programmes on digital devices; and that programs execute by following precise and unambiguous instructions • Create and debug simple programmes • Use logical reasoning to predict the behaviour of simple programmes • Recognise common uses of information technology beyond school • Use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>Summer 1 – Programming A – Moving a robot</p> <p>To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence</p>

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<p style="color: green;">End Point: To identify different types of technology. To know the key parts of a computer. To understand how to use technology safely.</p> <p>Autumn 2 – Creating Media – Digital Painting</p> <p>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 style="color: green;">End Point: To use a range of digital drawing tools. To use a computer to create digital artwork.</p>	<p>Spring 2 – Data and information – Grouping Data</p> <p>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 style="color: green;">End Point: To use technology to compare groups of objects.</p>	<p>To combine four direction commands to make a sequence To plan a simple programme To find more than one solution to a problem</p> <p style="color: green;">End Point: To combine clear commands to create a sequence.</p> <p>Summer 2 – Programming B – Introduction to animation</p> <p>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 programme</p> <p style="color: green;">End Point: To use an algorithm to create a programme.</p>
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Year 2	Autumn Term	Spring Term	Summer Term
	<p>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies <p>Autumn 1 – Computing systems and networks – IT around us</p> <p>To recognise the uses and features of information technology To identify the uses of information technology in the school To identify information technology beyond school To explain how information technology helps us</p>	<p>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • 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 • Use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>Spring 1 – Programming A – Robot Algorithms</p> <p>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>National Curriculum objectives covered:</p> <ul style="list-style-type: none"> • 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 • Use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies <p>Summer 1 – Data and information – Pictograms</p> <p>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</p>

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<p>To explain how to use information technology safely To recognise that choices are made when using information technology</p> <p><i>End Point: To recognise different uses of technology in and out of school. To explain how information technology can help us. To explain how to use information technology safely.</i></p> <p>Autumn 2 – Creating media – Digital Photography</p> <p>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><i>End Point: To be able to take, edit and evaluate the quality of a photograph.</i></p>	<p><i>End Point: To predict the outcome of a programme. To design an algorithm. To debug a programme that I have written.</i></p> <p>Spring 2 – Creating Media – Making music</p> <p>To say how music can make us feel To identify that there are patterns in music To show how music is made from a series of notes To create music for a purpose To review and refine our computer work</p> <p><i>End Point: To show how music is made from a series of notes. To create music for a purpose.</i></p>	<p>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><i>End Point: To create a pictogram. To explain that we can present information using a computer.</i></p> <p>Summer 2 – Programming B – An introduction to quizzes</p> <p>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> <p><i>End Point: To create a programme using my own design. To evaluate my program and decide how it could be improved.</i></p>
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