

	<b>Term 1 Computing systems and networks</b>	<b>Term 2 Creating media</b>	<b>Term 3 Programming A</b>	<b>Term 4 Data and information</b>	<b>Term 5 Creating media</b>	<b>Term 6 Programming B</b>
<b>Year 1</b>	<p><b>Technology around us</b></p> <p>Lesson 1: To identify technology</p> <p>Lesson 2: To identify a computer and its main parts</p> <p>Lesson 3 To use a mouse in different ways</p> <p>Lesson 4 To use a keyboard to type on a computer</p> <p>Lesson 5 To use the keyboard to edit text</p> <p>Lesson 6 To create rules for using technology responsibly</p>	<p><b>Digital painting</b></p> <p>Lesson 1: To describe what different freehand tools do</p> <p>Lesson 2: To use the shape and line tools</p> <p>Lesson 3: To make careful choices when painting a digital picture</p> <p>Lesson 4: To explain why I chose the tools I used</p> <p>Lesson 5: To use a computer on my own to paint a picture</p> <p>Lesson 6: To compare painting a picture on a computer and on paper</p>	<p><b>Moving a robot</b></p> <p>Lesson 1: To explain what a given command will do</p> <p>Lesson 2: To act out a given word</p> <p>Lesson 3: To combine 'forwards' and 'backwards' commands to make a sequence</p> <p>Lesson 4: To combine four direction commands to make sequences</p> <p>Lesson 5: To plan a simple program</p> <p>Lesson 6: To find more than one solution to a problem</p>	<p><b>Grouping data</b></p> <p>Lesson 1: To label objects</p> <p>Lesson 2: To identify that objects can be counted</p> <p>Lesson 3: To describe objects in different ways</p> <p>Lesson 4: To count objects with the same properties</p> <p>Lesson 5: To compare groups of objects</p> <p>Lesson 6: To answer questions about groups of objects</p>	<p><b>Digital writing</b></p> <p>Lesson 1: To use a computer to write</p> <p>Lesson 2: To add and remove text on a computer</p> <p>Lesson 3: To identify that the look of text can be changed on a computer</p> <p>Lesson 4: To make careful choices when changing text</p> <p>Lesson 5: To explain why I used the tools that I chose</p> <p>Lesson 6: To compare writing on a computer with writing on paper</p>	<p><b>Programming animations</b></p> <p>Lesson 1: To choose a command for a given purpose</p> <p>Lesson 2: To show that a series of commands can be joined together</p> <p>Lesson 3: To identify the effect of changing a value</p> <p>Lesson 4: To explain that each sprite has its own instructions</p> <p>Lesson 5: To design the parts of a project</p> <p>Lesson 6: To use my algorithm to create a program</p>

Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
	<p>Lesson 1: To recognise the uses and features of information technology</p> <p>Lesson 2: To identify information technology in the home</p> <p>Lesson 3: To identify information technology beyond school</p> <p>Lesson 4: To explain how information technology benefits us</p> <p>Lesson 5: To show how to use information technology safely</p> <p>Lesson 6: To recognise that choices are made when using information technology</p>	<p>Lesson 1: To know what devices can be used to take photographs</p> <p>Lesson 2: To use a digital device to take a photograph</p> <p>Lesson 3: To describe what makes a good photograph</p> <p>Lesson 4: To decide how photographs can be improved</p> <p>Lesson 5: To use tools to change an image</p> <p>Lesson 6: To recognise that images can be changed</p>	<p>Lesson 1: To describe a series of instructions as a sequence</p> <p>Lesson 2: To explain what happens when we change the order of instructions</p> <p>Lesson 3: To use logical reasoning to predict the outcome of a program</p> <p>Lesson 4: To explain that programming projects can have code and artwork</p> <p>Lesson 5: To design an algorithm</p> <p>Lesson 6: To create and debug a program that I have written</p>	<p>Lesson 1: To recognise that we can count and compare objects using tally charts</p> <p>Lesson 2: To recognise that objects can be represented as pictures</p> <p>Lesson 3: To create a pictogram</p> <p>Lesson 4: To select objects by attribute and make comparisons</p> <p>Lesson 5: To recognise that people can be described by attributes</p> <p>Lesson 6: To explain that we can present information using a computer</p>	<p>Lesson 1: To say how music can make us feel</p> <p>Lesson 2: To identify that there are patterns in music</p> <p>Lesson 3: To describe how music can be used in different ways</p> <p>Lesson 4: To show how music is made from a series of notes</p> <p>Lesson 5: To create music for a purpose</p> <p>Lesson 6: To review and refine our computer work</p>	<p>Lesson 1: To explain that a sequence of commands has a start</p> <p>Lesson 2: To explain that a sequence of commands has an outcome</p> <p>Lesson 3: To create a program using a given design</p> <p>Lesson 4: To change a given design</p> <p>Lesson 5: To create a program using my own design</p> <p>Lesson 6: To decide how my project can be improved</p>

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<b>Year 3</b>	<p><b>Connecting computers</b></p> <p>Lesson 1: To explain how digital devices function</p> <p>Lesson 2: To identify input and output devices</p> <p>Lesson 3: To recognise how digital devices can change the way we work</p> <p>Lesson 4: To explain how a computer network can be used to share information</p> <p>Lesson 5: To explore how digital devices can be connected</p> <p>Lesson 6: To recognise the physical components of a network</p>	<p><b>Stop-frame animation</b></p> <p>Lesson 1: To explain that animation is a sequence of drawings or photographs</p> <p>Lesson 2: To relate animated movement with a sequence of images</p> <p>Lesson 3: To plan an animation</p> <p>Lesson 4: To identify the need to work consistently and carefully</p> <p>Lesson 5: To review and improve an animation</p> <p>Lesson 6: To evaluate the impact of adding other media to an animation</p>	<p><b>Sequencing sounds</b></p> <p>Lesson 1: To explore a new programming environment</p> <p>Lesson 2: To identify that each sprite is controlled by the commands I choose</p> <p>Lesson 3: To explain that a program has a start</p> <p>Lesson 4: To recognise that a sequence of commands can have an order</p> <p>Lesson 5: To change the appearance of my project</p> <p>Lesson 6: To create a project from a task description</p>	<p><b>Branching databases</b></p> <p>Lesson 1: To create questions with yes/no answers</p> <p>Lesson 2: To identify the object attributes needed to collect relevant data</p> <p>Lesson 3: To create a branching database</p> <p>Lesson 4: To identify objects using a branching database</p> <p>Lesson 5: To explain why it is helpful for a database to be well structured</p> <p>Lesson 6: To compare the information shown in a pictogram with a branching database</p>	<p><b>Desktop publishing</b></p> <p>Lesson 1: To recognise how text and images convey information</p> <p>Lesson 2: To recognise that text and layout can be edited</p> <p>Lesson 3: To choose appropriate page settings</p> <p>Lesson 4: To add content to a desktop publishing publication</p> <p>Lesson 5: To consider how different layouts can suit different purposes</p> <p>Lesson 6: To consider the benefits of desktop publishing</p>	<p><b>Events and actions in programs</b></p> <p>Lesson 1: To explain how a sprite moves in an existing project</p> <p>Lesson 2: To create a program to move a sprite in four directions</p> <p>Lesson 3: To adapt a program to a new context</p> <p>Lesson 4: To develop my program by adding features</p> <p>Lesson 5: To identify and fix bugs in a program</p> <p>Lesson 6: To design and create a maze-based challenge</p>

Year 4	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games
	<p>Lesson 1: To describe how networks physically connect to other networks</p> <p>Lesson 2: To recognise how networked devices make up the internet</p> <p>Lesson 3: To outline how websites can be shared via the World Wide Web</p> <p>Lesson 4: To describe how content can be added and accessed on the World Wide Web</p> <p>Lesson 5: To recognise how the content of the WWW is created by people</p> <p>Lesson 6: To evaluate the consequences of unreliable content</p>	<p>Lesson 1: To identify that sound can be digitally recorded</p> <p>Lesson 2: To use a digital device to record sound</p> <p>Lesson 3: To explain that a digital recording is stored as a file</p> <p>Lesson 4: To explain that audio can be changed through editing</p> <p>Lesson 5: To show that different types of audio can be combined and played together</p> <p>Lesson 6: To evaluate editing choices made</p>	<p>Lesson 1: To identify that sound can be digitally recorded</p> <p>Lesson 2: To use a digital device to record sound</p> <p>Lesson 3: To explain that a digital recording is stored as a file</p> <p>Lesson 4: To explain that audio can be changed through editing</p> <p>Lesson 5: To show that different types of audio can be combined and played together</p> <p>Lesson 6: To evaluate editing choices made</p>	<p>Lesson 1: To explain that data gathered over time can be used to answer questions</p> <p>Lesson 2: To use a digital device to collect data automatically</p> <p>Lesson 3: To explain that a data logger collects 'data points' from sensors over time</p> <p>Lesson 4: To use data collected over a long duration to find information</p> <p>Lesson 5: To identify the data needed to answer questions</p> <p>Lesson 6: To use collected data to answer questions</p>	<p>Lesson 1: To explain that digital images can be changed</p> <p>Lesson 2: To change the composition of an image</p> <p>Lesson 3: To describe how images can be changed for different uses</p> <p>Lesson 4: To make good choices when selecting different tools</p> <p>Lesson 5: To recognise that not all images are real</p> <p>Lesson 6: To evaluate how changes can improve an image</p>	<p>Lesson 1: To develop the use of count-controlled loops in a different programming environment</p> <p>Lesson 2: To explain that in programming there are infinite loops and count-controlled loops</p> <p>Lesson 3: To develop a design which includes two or more loops which run at the same time</p> <p>Lesson 4: To modify an infinite loop in a given program</p> <p>Lesson 5: To design a project that includes repetition</p> <p>Lesson 6: To create a project that includes repetition</p>

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<b>Year 5</b>	<p><b>Systems and searching</b></p> <p>Lesson 1: To explain that computers can be connected together to form systems</p> <p>Lesson 2: To recognise the role of computer systems in our lives</p> <p>Lesson 3: To recognise how information is transferred over the internet</p> <p>Lesson 4: To explain how sharing information online lets people in different places work together</p> <p>Lesson 5: To contribute to a shared project online</p> <p>Lesson 6: To evaluate different ways of working together online</p>	<p><b>Video production</b></p> <p>Lesson 1: To recognise video as moving pictures, which can include audio</p> <p>Lesson 2: To identify digital devices that can record video</p> <p>Lesson 3: To capture video using a digital device</p> <p>Lesson 4: To recognise the features of an effective video</p> <p>Lesson 5: To identify that video can be improved through reshooting and editing</p> <p>Lesson 6: To consider the impact of the choices made when making and sharing a video</p>	<p><b>Selection in physical computing</b></p> <p>Lesson 1: To control a simple circuit connected to a computer</p> <p>Lesson 2: To write a program that includes count-controlled loops</p> <p>Lesson 3: To explain that a loop can stop when a condition is met, eg number of times</p> <p>Lesson 4: To conclude that a loop can be used to repeatedly check whether a condition has been met</p> <p>Lesson 5: To design a physical project that includes selection</p> <p>Lesson 6: To create a controllable system that includes selection</p>	<p><b>Flat-file databases</b></p> <p>Lesson 1: To use a form to record information</p> <p>Lesson 2: To compare paper and computer-based databases</p> <p>Lesson 3: To outline how grouping and then sorting data allows us to answer questions</p> <p>Lesson 4: To explain that tools can be used to select specific data</p> <p>Lesson 5: To explain that computer programs can be used to compare data visually</p> <p>Lesson 6: To apply my knowledge of a database to ask and answer real-world questions</p>	<p><b>Introduction to vector graphics</b></p> <p>Lesson 1: To identify that drawing tools can be used to produce different outcomes</p> <p>Lesson 2: To create a vector drawing by combining shapes</p> <p>Lesson 3: To use tools to achieve a desired effect</p> <p>Lesson 4: To recognise that vector drawings consist of layers</p> <p>Lesson 5: To group objects to make them easier to work with</p> <p>Lesson 6: To evaluate my vector drawing</p>	<p><b>Selection in quizzes</b></p> <p>Lesson 1: To explain how selection is used in computer programs</p> <p>Lesson 2: To relate that a conditional statement connects a condition to an outcome</p> <p>Lesson 3: To explain how selection directs the flow of a program</p> <p>Lesson 4: To design a program which uses selection</p> <p>Lesson 5: To create a program which uses selection</p> <p>Lesson 6: To evaluate my program</p>

Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing movement
	<p>Lesson 1: To identify how to use a search engine</p> <p>Lesson 2: To describe how search engines select results</p> <p>Lesson 3: To describe how search engines select results</p> <p>Lesson 4: To explain how search results are ranked</p> <p>Lesson 5: To recognise why the order of results is important, and to whom</p> <p>Lesson 6: To recognise how we communicate using technology</p> <p>Lesson 7: To evaluate different methods of online communication</p>	<p>Lesson 1: To review an existing website and consider its structure</p> <p>Lesson 2: To plan the features of a web page</p> <p>Lesson 3: To consider the ownership and use of images (copyright)</p> <p>Lesson 4: To recognise the need to preview pages</p> <p>Lesson 5: To outline the need for a navigation path</p> <p>Lesson 6: To recognise the implications of linking to content owned by other people</p>	<p>Lesson 1: To define a 'variable' as something that is changeable</p> <p>Lesson 2: To explain why a variable is used in a program</p> <p>Lesson 3: To choose how to improve a game by using variables</p> <p>Lesson 4: To design a project that builds on a given example</p> <p>Lesson 5: To use my design to create a project</p> <p>Lesson 6: To evaluate my project</p>	<p>Lesson 1: To identify questions which can be answered using data</p> <p>Lesson 2: To explain that objects can be described using data</p> <p>Lesson 3: To explain that formula can be used to produce calculated data</p> <p>Lesson 4: To apply formulas to data, including duplicating</p> <p>Lesson 5: To create a spreadsheet to plan an event</p> <p>Lesson 6: To choose suitable ways to present data</p>	<p>Lesson 1: To use a computer to create and manipulate three dimensional (3D) digital objects</p> <p>Lesson 2: To compare working digitally with 2D and 3D graphics</p> <p>Lesson 3: To construct a digital 3D model of a physical object</p> <p>Lesson 4: To identify that physical objects can be broken down into a collection of 3D shapes</p> <p>Lesson 5: To design a digital model by combining 3D objects</p> <p>Lesson 6: To develop and improve a digital 3D model</p>	<p>Lesson 1: To create a program to run on a controllable device</p> <p>Lesson 2: To explain that selection can control the flow of a program</p> <p>Lesson 3: To update a variable with a user input</p> <p>Lesson 4: To use an conditional statement to compare a variable to a value</p> <p>Lesson 5: To design a project that uses inputs and outputs on a controllable device</p> <p>Lesson 6: To develop a program to use inputs and outputs on a controllable device</p>