Owls 2 Cycle A		
POS	• 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 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.	
Unit of work	**Knowledge**	**Skills**
What is a computer	• Name different components of a computer and identify their role. • Recognise that buttons cause effects and that technology follows instructions. • Learning how we know that technology is doing what we want it to do via its outputs. • Recognise technology around the school • Understand different types of computers around the world and the role they play.	• Using greater control when taking photos with tablets or computers.
Word Processing	• Understand and use Vocabulary Touch type Word processing Storing information Keyboard shortcuts Edit Copy & paste	• Developing confidence with the keyboard and the basics of touch typing. • Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts. • Use word processing software to type and reinforce text.

Programming scratch junior	• Know what a programme is • To build on knowledge of inputs and outputs when creating an animation • To further use and understand key vocabulary (Introduce algorithm) • Learn what loops are.	• Use logical thinking to explore software, predicting, testing and explaining what it does. • Using an algorithm to write a basic computer programme. • incorporate loops to make codes more efficient.
Algorithms and debugging programing	• Recognise and understand that computers use algorithms to make things work and that programmes execute by following precise instructions. • Use prior knowledge/learning of programming and algorithms in order to make predictions. • Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line. • Explain what abstraction is and give an example of when abstraction might be useful • Learn the different levels of abstraction. • Understand the meaning of the word 'debugging' • Articulate what decomposition is.	• Decompose a game to predict the algorithm used to create it. • Use decomposition to decompose a story into smaller parts. • Create a clear and precise algorithm. • incorporating loops within an algorithm.
International space station	• Revisit and further understand different types of computers around the world and the role they play. - Space	• Collecting and inputting data into a spreadsheet. • Interpreting data.

	• Understand that sensors monitor the ISS to make sure the astronauts are safe and healthy • To understand how to use technology purposefully to create, organise, store, manipulate and retrieve digital content	
Stop motion story-boarding creating simple animations.	• Know what an animation is • Know and explain what 'stop motion' means • Understand how to create a short animation using animation software • Understand what 'onion skinning' is and how animators use it	• Use software to create story animations. • Creating and labelling images.