

Programming

- 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
- 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

Computing Systems and Networks

- 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

Year 1

Data and Information

- 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

Creating Media

- 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
- 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 computer to writing on paper