

Programming

- 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
- 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

Computing Systems and Networks

- 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
- To explain how to use information technology safely
- To recognise that choices are made when using information technology

Year 2

Data and Information

- 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
- To recognise that people can be described by attributes
- To explain that we can present information using a computer

Creating Media

- 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
- 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 show how music is made from a series of notes
- To create music for a purpose
- To review and refine our computer work