Computing in KS1 at All Saints & St Margaret's CVA

COMPUTING SYSTEMS & NETWORKS

Technology around us
To identify technology
To identify a computer and its main parts
To use a mouse in different ways
To use a keyboard to type
To use the keyboard to edit text
To create rules for using technology responsibly

Information technology around us
To recognise the uses and features of information technology
To identify information technology in the home
To identify information technology beyond school
To explain how information technology benefits us
To show how to use information technology safely
To recognise that choices are made when using information technology

CREATING MEDIA

Digital writing
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 writing on a computer with writing on paper

DATA & INFORMATION

Pictograms
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

PROGRAMMING

Moving a robot
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

Robot algorithms
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

Computing in LKS2 at All Saints & St Margaret's CVA

COMPUTING SYSTEMS & NETWORKS

Connecting computers
To explain how digital devices function
To identify input and output devices
To recognise how digital devices can change the way we work
To explain how a computer network can be used to share information
To explore how digital devices can be connected
To recognise the physical components of a network

The internet
To describe how networks physically connect to other networks
To recognise how networked devices make up the internet
To outline how websites can be shared via the World Wide Web
To describe how content can be added and accessed on the World Wide Web
To recognise how the content of the WWW is created by people
To evaluate the consequences of unreliable content

CREATING MEDIA

Desktop publishing
To recognise how text and images convey information
To recognise that text and layout can be edited
To choose appropriate page settings
To add content to a desktop publishing publication
To consider how different layouts can suit different purposes
To consider the benefits of desktop publishing

DATA & INFORMATION

Branching databases
To create questions with yes/no answers
To identify the object attributes needed to collect relevant data
To create a branching database
To identify objects using a branching database
To explain why it is helpful for a database to be well structured
To compare the information shown in a pictogram with a branching database

PROGRAMMING

Sequence in music
To explore a new programming environment
I can identify that each sprite is controlled by the commands I choose
To explain that a program has a start
To recognise that a sequence of commands can have an order
To change the appearance of my project
To create a project from a task description

Repetition in games
To develop the use of count-controlled loops in a different programming environment
To explain that in programming there are infinite loops and count controlled loops
To develop a design which includes two or more loops which run at the same time
To modify an infinite loop in a given program
To design a project that includes repetition
To create a project that includes repetition

Computing in UKS2 at All Saints & St Margaret's CVA

COMPUTING SYSTEMS & NETWORKS

Sharing information
To explain that computers can be connected together to form systems
To recognise the role of computer systems in our lives
To recognise how information is transferred over the internet
To explain how sharing information online lets people in different places work together
To contribute to a shared project online
To evaluate different ways of working together online

Communication
To identify how to use a search engine
To describe how search engines select results
To describe how search engines select results
To explain how search results are ranked
To recognise why the order of results is important, and to whom
To recognise how we communicate using technology
To evaluate different methods of online communication

CREATING MEDIA

Vector drawing
To identify that drawing tools can be used to produce different outcomes
To create a vector drawing by combining shapes
To use tools to achieve a desired effect
To recognise that vector drawings consist of layers
To group objects to make them easier to work with
To evaluate my vector drawing

Web page creation
To review an existing website and consider its structure
To plan the features of a web page
To consider the ownership and use of images (copyright)
To recognise the need to preview pages
To outline the need for a navigation path
To recognise the implications of linking to content owned by other people

PROGRAMMING

Selection in quizzes
To explain how selection is used in computer programs
To relate that a conditional statement connects a condition to an outcome
To explain how selection directs the flow of a program
To design a program which uses selection
To create a program which uses selection
To evaluate my program

Sensing
To create a program to run on a controllable device
To explain that selection can control the flow of a program
To update a variable with a user input
To use an conditional statement to compare a variable to a value
To design a project that uses inputs and outputs on a controllable device
To develop a program to use inputs and outputs on a controllable device