Year 1 & 2 Cycle A Updated 2024-2025				
Computing – Medium Term Planning				

Autumn 1 Computing Systems and Networks Information Technology Around us (DL)	Autumn 2 Creating Media: Digital Writing (IT)	Spring 1 Programming A: Robot Algorithms (CS)	Spring 2 Data & Information: Grouping Data (IT)	Summer 1 Creating Media: Digital Photography (IT)	Summer 2 Programming B: Programming animations (CS)
1) To recognise the uses and features of information technology 2) To identify the uses of information technology in the school 3) To identify information technology beyond school 4) To explain how information technology helps us 5) To explain how to use information technology safely 6) To recognise that choices are made when using information technology	1) To use a computer to write. 2) To add and remove text on a computer 3) To identify that the look of text can be changed on a computer 4) To make careful choices when changing text 5) To explain why I used the tools that I chose 6) To compare typing on a computer with writing on paper.	1) To describe a series of instructions as a sequence 2) To explain what happens when we change the order of instructions 3) To use logical reasoning to predict the outcome of a program (series of commands) 4) To explain that programming projects can have code and artwork 5) To design an algorithm 6) To create and debug a program that I have written	1) To label objects 2) To identify that objects can be counted 3) To describe objects in different ways 4) To count objects with the same properties 5) To compare groups of objects 6) To answer questions about groups of objects	1) To use a digital device to take a photograph 2) To make choices when taking a photograph 3) To describe what makes a good photograph 4) To decide how photographs can be improved 5) To use tools to change an image 6) To recognise that photos can be changed	1) To choose a command for a given purpose 2) To show that a series of commands can be joined together 3) To identify the effect of changing a value 4) To explain that each sprite has its own instructions 5) To design the parts of a project 6) To use my algorithm to create a program