

Year 1 & 2 Cycle B  
Computing – Medium Term Planning

Autumn 1 Computing Systems and Networks: <a href="#">Technology Around Us</a> (DL)	Autumn 2 Creating Media: <a href="#">Digital Painting</a> (IT)	Spring 1 Programming A: <a href="#">Moving a robot</a> (CS)	Spring 2 Data & Information: <a href="#">Pictograms</a> (IT)	Summer 1 Creating Media: <a href="#">Digital Music</a> (IT)	Summer 2 Programming B: <a href="#">Programming Quizzes</a> (CS)
<ul style="list-style-type: none"> <li>○ To identify technology</li> <li>○ To identify a computer and its main parts</li> <li>○ To use a mouse in different ways</li> <li>○ To use a keyboard to type on a computer</li> <li>○ To use the keyboard to edit text</li> <li>○ To create rules for using technology responsibly</li> </ul>	<ul style="list-style-type: none"> <li>○ To describe what different freehand tools do</li> <li>○ To use the shape tool and the line tools</li> <li>○ To make careful choices when painting a digital picture</li> <li>○ To explain why I chose the tools I used</li> <li>○ To use a computer on my own to paint a picture</li> <li>○ To compare painting a picture on a computer and on paper</li> </ul>	<ul style="list-style-type: none"> <li>○ To explain what a given command will do</li> <li>○ To act out a given word</li> <li>○ To combine 'forwards' and 'backwards' commands to make a sequence</li> <li>○ To combine four direction commands to make sequences</li> <li>○ To plan a simple program</li> <li>○ To find more than one solution to a problem</li> </ul>	<ul style="list-style-type: none"> <li>○ To recognise that we can count and compare objects using tally charts</li> <li>○ To recognise that objects can be represented as pictures</li> <li>○ To create a pictogram</li> <li>○ To select objects by attribute and make comparisons</li> <li>○ To recognise that people can be described by attributes</li> <li>○ To explain that we can present information using a computer</li> </ul>	<ul style="list-style-type: none"> <li>○ To say how music can make us feel</li> <li>○ To identify that there are patterns in music</li> <li>○ To experiment with sound using a computer</li> <li>○ To use a computer to create a musical pattern</li> <li>○ To create music for a purpose</li> <li>○ To review and refine our computer work</li> </ul>	<ul style="list-style-type: none"> <li>○ To explain that a sequence of commands has a start</li> <li>○ To explain that a sequence of commands has an outcome</li> <li>○ To create a program using a given design</li> <li>○ To change a given design</li> <li>○ To create a program using my own design</li> <li>○ To decide how my project can be improved</li> </ul>