

Cycle A – 2023-2024		
	EYFS	Yr1/2
Autumn 1	<p><u>Using a computer</u></p> <p>To be able to understand what a computer keyboard is and recognise some letters and numbers.</p> <p>To know that a mouse can be used to click, drag and create simple drawings.</p> <p>To know that to use a computer you need to log in to it and then log out at the end of your session.</p>	<p><u>Bee-Bots</u></p> <p>To understand the basic functions of a Bee-Bot.</p> <p>To know that you can use a camera/tablet to make simple videos.</p> <p>To know that algorithms move a Bee-Bot accurately to a chosen destination.</p>
Autumn 2		<p><u>Digital imagery</u></p> <p>To understand that holding the camera still and considering angles and light are important to take good pictures.</p> <p>To know that you can edit, crop and filter photographs.</p> <p>To know how to search safely for images online.</p>
Spring 1	<p><u>All about instructions</u></p> <p>To know that being able to follow and give simple instructions is important in computing.</p> <p>To understand that it is important for instructions to be in the right order.</p> <p>To understand why a set of instructions may have gone wrong.</p>	<p><u>Introduction to data</u></p> <p>To know how that charts and pictograms can be created using a computer.</p> <p>To understand that a branching database is a way of classifying a group of objects.</p> <p>To know that computers understand different types of 'input'.</p>

<p>Spring 2</p>	<p><u>Exploring hardware</u></p> <p>To know that different types of technology can be found at home and in school.</p> <p>To know that you can take simple photographs with a camera or iPad.</p> <p>To know that you must hold the camera still and ensure the subject is in the shot to take a photo.</p>	<p><u>Scratch Jr</u></p> <p>To know that coding is writing in a special language so that the computer understands what to do.</p> <p>To understand that the character in Scratch Jr is controlled by the programming blocks.</p> <p>To know that you can write a program to create a musical instrument or tell a joke.</p>
<p>Summer 1</p>	<p><u>Programming Bee-Bots</u></p> <p>To know that you can program a Bee-Bot with some simple commands.</p> <p>To understand that debugging means how to fix some simple programming errors.</p> <p>To understand that an algorithm is a set of clear and precise instructions.</p>	<p><u>Stop motion</u></p> <p>To understand that an animation is made up of a sequence of photographs.</p> <p>To know that small changes in my frames will create a smoother looking animation.</p> <p>To understand what software creates simple animations and some of its features e.g. onion skinning.</p>

<p>Summer 2</p>	<p><u>Introduction to data</u></p> <p>To know that sorting objects into various categories can help you locate information.</p> <p>To know that using yes/no questions to find an answer is known as a branching database.</p> <p>To know that a pictogram is a way of showing information.</p>	<p><u>International space station</u></p> <p>To understand that you can enter simple data into a spreadsheet.</p> <p>To understand what steps you need to take to create an algorithm.</p> <p>To know what data to use to answer certain questions.</p> <p>To know that computers can be used to monitor supplies.</p>
		<p><u>Online safety</u></p> <p>To understand the difference between online and offline.</p> <p>To understand what information I should not post online.</p> <p>To know what the techniques are for creating a strong password.</p> <p>To know that you should ask permission from others before sharing about them online and that they have the right to say 'no.'</p> <p>To understand that not everything I see or read online is true.</p>

Cycle B – 2022-2023		
	EYFS	Yr1/2
Autumn 1	<p><u>Using a computer</u></p> <p>To be able to understand what a computer keyboard is and recognise some letters and numbers.</p> <p>To know that a mouse can be used to click, drag and create simple drawings.</p> <p>To know that to use a computer you need to log in to it and then log out at the end of your session.</p>	<p><u>Improving mouse skills</u></p> <p>To know that "log in and log out" means to begin and end a connection with a computer.</p> <p>To know that a computer and mouse can be used to click, drag, fill and select and also add backgrounds, text, layers, shapes and clip art.</p> <p>To know that passwords are important for security.</p>
Autumn 2		<p><u>Algorithms unplugged</u></p> <p>To understand that an algorithm is when instructions are put in an exact order.</p> <p>To know that input devices get information into a computer and that output devices get information out of a computer.</p> <p>To understand that decomposition means breaking a problem into manageable chunks and that it is important in computing.</p> <p>To know that we call errors in an algorithm 'bugs' and fixing these 'debugging'.</p>
Spring 1	<p><u>All about instructions</u></p> <p>To know that being able to follow and give simple instructions is important in computing.</p> <p>To understand that it is important for instructions to be in the right order.</p> <p>To understand why a set of instructions may have gone wrong.</p>	<p><u>Rocket to the moon</u></p> <p>To know that when we create something on a computer it can be more easily saved and shared than a paper version.</p> <p>To know some of the simple graphic design features of a piece of online software.</p> <p>To know that a spreadsheet is an electronic 'table' for sorting data.</p>

<p>Spring 2</p>	<p><u>Exploring hardware</u></p> <p>To know that different types of technology can be found at home and in school.</p> <p>To know that you can take simple photographs with a camera or iPad.</p> <p>To know that you must hold the camera still and ensure the subject is in the shot to take a photo.</p>	<p><u>What is a computer?</u></p> <p>To know the difference between a desktop and laptop computer.</p> <p>To know that people control technology.</p> <p>To know some input devices that give a computer an instruction about what to do (output).</p> <p>To know that computers often work together.</p>
<p>Summer 1</p>	<p><u>Programming Bee-Bots</u></p> <p>To know that you can program a Bee-Bot with some simple commands.</p> <p>To understand that debugging means how to fix some simple programming errors.</p> <p>To understand that an algorithm is a set of clear and precise instructions.</p>	<p><u>Algorithms and debugging</u></p> <p>To understand what machine learning is and how it enables computers to make predictions.</p> <p>To know that loops in programming are where you set a certain instruction (or instructions) to be repeated multiple times.</p> <p>To know that abstraction is the removing of unnecessary detail to help solve a problem.</p>

<p>Summer 2</p>	<p><u>Introduction to data</u></p> <p>To know that sorting objects into various categories can help you locate information.</p> <p>To know that using yes/no questions to find an answer is known as a branching database.</p> <p>To know that a pictogram is a way of showing information.</p>	<p><u>Word processing</u></p> <p>To know that touch typing is the fastest way to type.</p> <p>To know that I can make text a different style, size and colour.</p> <p>To know that "copy and paste" is a quick way of duplicating text.</p>
		<p><u>Online safety</u></p> <p>To know that the internet is many devices connected to one another.</p> <p>To know what to do if you feel unsafe or worried online - tell a trusted adult.</p> <p>To know that people you do not know on the internet (online) are strangers and are not always who they say they are.</p> <p>To know that to stay safe online it is important to keep personal information safe.</p> <p>To know that 'sharing' online means giving something specific to someone else via the internet and 'posting' online means placing information on the internet.</p>