



Computing Objectives

Cycle A (2024 - 2025)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2	<p style="text-align: center;">Computing Systems and Networks Technology around us</p> <ul style="list-style-type: none"> • I can identify technology • I can identify a computer and its main parts • I can use a mouse in different ways • I can use a keyboard to type on a computer • I can use the keyboard to edit text • create rules for using technology responsibly 	<p style="text-align: center;">Creating Media Digital painting</p> <ul style="list-style-type: none"> • I can describe what different freehand tools do • I can use the shape tool and the line tools • I can make careful choices when painting a digital picture • I can explain why I chose the tools I used • I can use a computer on my own to paint a picture • I can compare painting a picture on a computer and on paper 	<p style="text-align: center;">Programming A Moving a robot</p> <ul style="list-style-type: none"> • I can explain what a given command will do • I can act out a given word • I can combine 'forwards' and 'backwards' commands to make a sequence • I can combine four direction commands to make sequences • I can plan a simple program • I can find more than one solution to a problem 	<p style="text-align: center;">Data and Information Grouping Data</p> <ul style="list-style-type: none"> • I can label objects • I can identify that objects can be counted • I can describe objects in different ways • I can count objects with the same properties • I can compare groups of objects • I can answer questions about groups of objects 	<p style="text-align: center;">Creating Media Digital writing</p> <ul style="list-style-type: none"> • I can use a computer to write • I can add and remove text on a computer • I can identify that the look of text can be changed on a computer • I can make careful choices when changing text • I can explain why I used the tools that I chose • compare typing on a computer to writing on paper 	<p style="text-align: center;">Programming B Programming animation</p> <ul style="list-style-type: none"> • I can choose a command for a given purpose • I can show that a series of commands can be joined together • I can identify the effect of changing a value • I can explain that each sprite has its own instructions • I can design the parts of a project • I can use my algorithm to create a program

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Year 3 / 4	<p>Computing Systems and Networks Connecting Computers</p> <ul style="list-style-type: none"> • I can explain how digital devices function • I can identify input and output devices • I can recognise how digital devices can change the way that we work • I can explain how a computer network can be used to share information • I can explore how digital devices can be connected • I can recognise the physical components of a network 	<p>Creating Media Stop Frame Animation</p> <ul style="list-style-type: none"> • I can explain that animation is a sequence of drawings or photographs • I can relate animated movement with a sequence of images • I can plan an animation • I can identify the need to work consistently and carefully • I can review and improve an animation • I can evaluate the impact of adding other media to an animation 	<p>Programming A Sequencing Sounds</p> <ul style="list-style-type: none"> • I can explore a new programming environment • I can identify that commands have an outcome • I can explain that a program has a start • I can recognise that a sequence of commands can have an order • I can change the appearance of my project • I can create a project from a task description 	<p>Data and Information Branching databases</p> <ul style="list-style-type: none"> • I can create questions with yes/no answers • I can identify the attributes needed to collect data about an object • I can create a branching database • I can explain why it is helpful for a database to be well structured • I can plan the structure of a branching database • I can plan the structure of a branching database • I can independently create an identification tool 	<p>Creating Media Desktop Publishing</p> <ul style="list-style-type: none"> • I can recognise how text and images convey information • I can recognise that text and layout can be edited • I can choose appropriate page settings • I can add content to a desktop publishing publication • I can consider how different layouts can suit different purposes • I can consider the benefits of desktop publishing 	<p>Programming B Events and actions</p> <ul style="list-style-type: none"> • I can explain how a sprite moves in an existing project • I can create a program to move a sprite in four directions • I can adapt a program to a new context • I can develop my program by adding features • I can identify and fix bugs in a program • I can design and create a maze-based challenge

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Year 5	<p>Computing Systems and Networks Systems and Searching</p> <ul style="list-style-type: none"> I can explain that computers can be connected together to form systems I can recognise the role of computer systems in our lives I can identify how to use a search engine I can describe how search engines select results I can explain how search results are ranked I can recognise why the order of results is important, and to whom 	<p>Creating Media Video Production</p> <ul style="list-style-type: none"> I can explain what makes a video effective I can use a digital device to record video I can capture video using a range of techniques I can create a storyboard I can identify that video can be improved through reshooting and editing I can consider the impact of the choices made when making and sharing a video 	<p>Programming A Selection in physical Computing</p> <ul style="list-style-type: none"> I can control a simple circuit connected to a computer I can write a program that includes count-controlled loops I can explain that a loop can stop when a condition is met I can explain that a loop can be used to repeatedly check whether a condition has been met I can design a physical project that includes selection I can create a program that controls a physical computing project 	<p>Data and Information Flat File Databases</p> <ul style="list-style-type: none"> I can use a form to record information I can compare paper and computer-based databases I can outline how you can answer questions by grouping and then sorting data I can explain that tools can be used to select specific data I can explain that computer programs can be used to compare data visually I can use a real-world database to answer questions 	<p>Creating Media Introduction to Vector Graphics</p> <ul style="list-style-type: none"> I can identify that drawing tools can be used to produce different outcomes I can create a vector drawing by combining shapes I can use tools to achieve a desired effect I can recognise that vector drawings consist of layers I can group objects to make them easier to work with I can apply what I have learned about vector drawings 	<p>Programming B Selection in quizzes</p> <ul style="list-style-type: none"> I can explain how selection is used in computer programs I can relate that a conditional statement connects a condition to an outcome I can explain how selection directs the flow of a program I can design a program that uses selection I can create a program that uses selection I can evaluate my program

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Year 6	<p>Computing Systems and Networks Communication and collaboration</p> <ul style="list-style-type: none"> I can explain the importance of internet addresses I can recognise how data is transferred across the internet I can explain how sharing information online can help people to work together I can evaluate different ways of working together online I can recognise how we communicate using technology I can evaluate different methods of online communication 	<p>Creating Media Web page creation</p> <ul style="list-style-type: none"> I can review an existing website and consider its structure I can plan the features of a web page I can consider the ownership and use of images (copyright) I can recognise the need to preview pages I can outline the need for a navigation path I can recognise the implications of linking to content owned by other people 	<p>Programming A Variables in games</p> <ul style="list-style-type: none"> I can define a 'variable' as something that is changeable I can explain why a variable is used in a program I can choose how to improve a game by using variables I can design a project that builds on a given example I can use my design to create a project I can evaluate my project 	<p>Data and Information Spreadsheets</p> <ul style="list-style-type: none"> I can create a data set in a spreadsheet I can build a data set in a spreadsheet I can explain that formulas can be used to produce calculated data I can apply formulas to data I can create a spreadsheet to plan an event I can choose suitable ways to present data 	<p>Creating Media 3d modelling</p> <ul style="list-style-type: none"> I can recognise that you can work in three dimensions on a computer I can identify that digital 3D objects can be modified I can recognise that objects can be combined in a 3D model I can create a 3D model for a given purpose I can plan my own 3D model I can create my own digital 3D model 	<p>Programming B Sensing movement</p> <ul style="list-style-type: none"> I can create a program to run on a controllable device I can explain that selection can control the flow of a program I can update a variable with a user input I can use an conditional statement to compare a variable to a value I can design a project that uses inputs and outputs on a controllable device I can develop a program to use inputs and outputs on a controllable device