	Year 1	Year 2
Computing systems and networks	**Technology around us** (1.1)	**IT around us** (2.1)
	To identify technology	To recognise the uses and features of information technology
	To identify a computer and its main parts	To identify the uses of information technology in the school
	To use a mouse in different ways	To identify information technology beyond school
	To use a keyboard to type on a computer	To explain how information technology helps us
	To use the keyboard to edit text	To explain how to use information technology safely
	To create rules for using technology responsibly	To recognise that choices are made when using information technology
Creating Media A	**Digital painting** (1.2)	**Digital photography** (2.2)
	To describe what different freehand tools do	To use a digital device to take a photograph
	To use the shape tool and the line tools	To make choices when taking a photograph
	To make careful choices when painting a digital picture	To describe what makes a good photograph
	To explain why I chose the tools I used	To decide how photographs can be improved
	To use a computer on my own to paint a picture	To use tools to change an image
	To compare painting a picture on a computer and on paper	To recognise that photos can be changed
Programming A	**Moving a robot** (1.3)	**Robot algorithms** (2.3)
	To explain what a given command will do	To describe a series of instructions as a sequence
	-To act out a given word	-To explain what happens when we change the order of instructions
	-To combine forwards and backwards commands to make a sequence	-To use logical reasoning to predict the outcome of a program
	-To combine four direction commands to make sequences	-To explain that programming projects can have code and artwork
	-To plan a simple program	-To design an algorithm
	-To find more than one solution to a problem	-To create and debug a program that I have written
Data and information	**Grouping Data** (1.4)	**Pictograms** (2.4)
	To label objects	To recognise that we can count and compare objects using tally charts
	-To identify that objects can be counted	-To recognise that objects can be represented as pictures
	-To describe objects in different ways	-To create a pictogram
	-To count objects with the same properties	-To select objects by attribute and make comparisons
	-To compare groups of objects	-To recognise that people can be described by attributes
	-To answer questions about groups of objects	-To explain that we can present information using a computer
Creating media B	**Digital writing** (1.5)	**Digital music** (2.5)
	To use a computer to write	To say how music can make us feel
	-To add and remove text on a computer	-To identify that there are patterns in music
	-To identify that the look of text can be changed on a computer	-To experiment with sound using a computer
	-To make careful choices when changing text	-To use a computer to create a musical pattern
	-To explain why I used the tools that I chose	-To create music for a purpose
	-To compare typing on a computer to writing on paper	-To review and refine our computer work

Programming B	Programming animations (1.6)	Programming quizzes (2.6)
	To choose a command for a given purpose	To explain that a sequence of commands has a start
	-To show that a series of commands can be joined together	-To explain that a sequence of commands has an outcome
	-To identify the effect of changing a value	-To create a program using a given design
	-To explain that each sprite has its own instructions	-To change a given design
	-To design the parts of a project	-To create a program using my own design
	-To use my algorithm to create a program	-To decide how my project can be improved