

Geography	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computing Systems and Networks – Technology around us	Creating Media – Digital Painting	Programming A – Moving a robot	Data and information – Grouping Data	Creating Media – Digital Writing	Programming B – Introduction to Animation
Year 1	Introduction to using computers with a focus on mouse skills and keyboard skills	To begin to create pictures/patterns using shapes and drawing tools	To create algorithms to make a beebot/person do an action.	To begin to identify and compare groups of objects based on characteristics	Beginning to create pieces of writing on a computer	Use Scratch jr to introduce pupils to programming
			To understand the specificity that an algorithm has to have.			
	Concepts: - Computer Systems - Impact of Technology - Safety and Security - Effective use of tools	Concepts: - Creating Media - Design and Development - Effective use of tools	Concepts: - Algorithms - Impact of Technology - Programming - Design & Development	Concepts: Data and information	Concepts: - Creating Media - Design and Development - Effective use of tools	Concepts: - Programming - Design & Development - Algorithms
National Curriculum Coverage	use technology purposefully to create, organise, store, manipulate and retrieve digital content	use technology purposefully to create, organise, store, manipulate and retrieve digital content	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by	- use technology purposefully to create, organise, store, manipulate and retrieve digital content - use technology safely and respectfully, keeping	use technology purposefully to create, organise, store, manipulate and retrieve digital content	understand what algorithms are; how they are implemented as programs on digital devices;

	- recognise common uses of information technology beyond school - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		following precise and unambiguous instructions - Create and debug simple programs - Use logical reasoning to predict the behaviour of simple programs - Recognise common uses of information technology beyond school.	personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	and that programs execute by following precise and unambiguous instructions - Create and debug simple programs - Use logical reasoning to predict the behaviour of simple programs - Use technology purposefully to create, organise, store, manipulate and retrieve digital content
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Sticky Knowledge	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
SK1	- I know how to explain how these technology examples help us - I know how to explain technology as something that helps us - I know how to locate examples of	- I know how to draw lines on a screen and explain which tools I used - I know how to make marks on a screen and explain which tools I used - I know how to use the paint tools to draw a picture 	- I know how to match a command to an outcome - I know how to predict the outcome of a command on a device - I know how to run a command on a device 	- I know how to describe objects using labels - I know how to identify the label for a group of objects - I know how to match objects to groups 	- I know how to identify and find keys on a keyboard - I know how to open a word processor - I know how to recognise keys on a keyboard 	- I know how to compare different programming tools - I know how to find which commands to move a sprite - I know how to use commands to move a sprite 

	technology in the classroom 					
SK2	- I know the main parts of a computer - I know how to switch on and log into a computer - I know how to use a mouse to click and drag 	- I know how to make marks with the square and line tools - I know how to use the shape and line tools effectively - I know how to use the shape and line tools to recreate the work of an artist 	- I know how to follow an instruction - I know how to give directions - I know how to recall words that can be acted out 	- I know how to count a group of objects - I know how to count objects - I know how to group objects 	- I know how to enter text into a computer - I know how to use backspace to remove text - I know how to use letter, number, and space keys 	- I know how to run my program - I know how to use a Start block in a program - I know how to use more than one block by joining them together 
SK3	- I know how to click and drag to make objects on a screen - I know how to use a mouse to create a picture - I know how to use a mouse to open a program 	- I know how to choose appropriate shapes - I know how to create a picture in the style of an artist - I know how to make appropriate colour choices 	- I know how to compare forwards and backwards movements - I know how to predict the outcome of a sequence involving forwards and backwards commands - I know how to start a sequence from the same place 	- I know how to describe an object - I know how to describe a property of an object - I know how to find objects with similar properties 	- I know how to explain what the keys that I have learnt about already do - I know how to identify the toolbar and use bold, italic, and underline - I know how to type capital letters 	- I know how to change the value - I know how to find blocks that have numbers - I know how to say what happens when I change a value 
SK4	- I know how to save my work to a file - I know what a keyboard is for - I know how to type my name on a computer 	- I know how to choose appropriate paint tools and colours to recreate the work of an artist - I know how to say which tools were helpful and why - I know that different paint tools do different jobs 	- I know how to compare left and right turns - I know how to experiment with turn and move commands to move a robot - I know how to predict the outcome of a sequence involving up to four commands 	- I know how to count how many objects share a property - I know how to group objects in more than one way - I know how to group similar objects 	- I know how to change the font - I know how to select all of the text by clicking and dragging - I know how to select a word by double-clicking 	- I know how to add blocks to each of my sprites - I know how to delete a sprite - I know how to show that a project can include more than one sprite 
SK5	- I know how to delete letters - I know how to open my work from a file - I know how to use	- I know how to change the colour and brush sizes - I know how to make dots of colour on the page	- I know how to choose the order of commands in a sequence - I know how to debug my program - I know how to explain	- I know how to choose how to group objects - I know how to describe groups of objects - I know how to record	- I know how to decide if my changes have improved my writing - I know how to say	- I know how to choose appropriate artwork for my project - I know how to create an algorithm

	the arrow keys to move the cursor 	- I know how to use dots of colour to create a picture in the style of an artist on my own 	what my program should do 	how many objects are in a group 	what tool I used to change the text - I know how to use 'undo' to remove changes 	for each sprite - I know how to decide how each sprite will move 
SK6	- I know how to discuss how we benefit from these rules - I know how to give examples of some of these rules - I know how to identify rules to keep us safe and healthy when we are using technology in and beyond the home 	- I know how to explain that pictures can be made in lots of different ways - I know how to say whether I prefer painting using a computer or using paper - I know how to spot the differences between painting on a computer and on paper 	- I know how to identify several possible solutions - I know how to plan two programs - I know how to use two different programs to get to the same place 	- I know how to compare groups of objects - I know how to decide how to group objects to answer a question - I know how to record and share what I have found 	- I know how to explain the differences between typing and writing - I know how to make changes to text on a computer - I know how to say why I prefer typing or writing 	- I know how to add programming blocks based on my algorithm - I know how to test the programs I have created - I know how to use sprites that match my design 