

## Computing CYCLE C

Throughout the year the children will cover a variety of aspects of the computing curriculum to ensure all children:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

<b>Autumn 1 Homes around the world</b>	Computer systems and Networks – Information technology all around us (Yr1) L1 - Technology in our classroom L2 – Using computer Technology L3 – Developing Mouse skills L4 – Using a computer keyboard L5 – Developing Keyboard skills L6 – Using a computer responsibly
<b>Autumn 2 Homes around the world</b>	Creating Media – Digital Writing L1 Exploring the keyboard L2 Adding and removing text L3 Exploring the Toolbar L4 Making changes to text L5 Explaining my choices L6 Keyboard or pencil
<b>Spring 1 Traditional Tales</b>	Programming A – Moving a Robot (Beebots) (Yr1) L1 Buttons L2 Directions L3 Forwards and Backwards L4 Four directions L5 Getting there L6 Routes
<b>Spring 2</b>	Creative Media – Digital Photography

<b>Traditional Tales</b>	L1 Taking Photos L2 Landscape and Portrait L3 What makes a good photo L4 Lighting L5 Effects L6 Is it real?
<b>Summer 1 Kings and Queens</b>	Computer systems and Networks – Information technology all around us (Yr2) L1 What is IT L2 IT in school L3 IT in the world L4 Benefits of IT L5 Using IT safely L6 Using IT in different ways
<b>Summer 2 Kings and Queens</b>	Programming B – Robot Algorithms (Beebots) (Yr2) L1 Giving Instructions L2 Same but different L3 Making Predictions L4 Mats and Routes L5 Algorithm design L6 Debugging