

Computing

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.

<p>Autumn 1 Connecting Computers</p>	<ul style="list-style-type: none"> • To explain how digital devices function • To identify input and output devices • To recognise how digital devices can change the way we work • To explain how a computer network can be used to share information • To explore how digital devices can be connected • To recognise the physical components of a network
<p>Autumn 2 Desktop Publishing</p>	<ul style="list-style-type: none"> • To recognise how text and images convey information • To recognise that text and layout can be edited • To choose appropriate page settings • To add content to a desktop publishing publication • To consider how different layouts can suit different purposes • To consider the benefits of desktop publishing
<p>Spring 1 Sequence in Music</p>	<ul style="list-style-type: none"> • To explore a new programming environment • I can identify that each sprite is controlled by the commands I choose • To explain that a program has a start • To recognise that a sequence of commands can have an order • To change the appearance of my project • To create a project from a task description
<p>Spring 2</p>	<ul style="list-style-type: none"> • To explain that digital images can be changed

Photo Editing	<ul style="list-style-type: none">• To change the composition of an image• To describe how images can be changed for different uses• To make good choices when selecting different tools• To recognise that not all images are real• To evaluate how changes can improve an image
Summer 1 The Internet	<ul style="list-style-type: none">• To describe how networks physically connect to other networks• To recognise how networked devices make up the internet• To outline how websites can be shared via the World Wide Web• To describe how content can be added and accessed on the World Wide Web• To recognise how the content of the WWW is created by people• To evaluate the consequences of unreliable content
Summer 2 Repetition in Shapes	<ul style="list-style-type: none">• To identify that accuracy in programming is important• To create a program in a text-based language• To explain what 'repeat' means• To modify a count-controlled loop to produce a given outcome• To decompose a program into parts• To create a program that uses count-controlled loops to produce a given outcome