

Infants Cycle B Computing

Autumn Term A

Computing Systems - Information Technology (IT) around us

Recognise the uses and features of IT; identify IT in the home; identify IT beyond school; explain how IT benefits us; show how to use IT safely; recognise that choices are made when using IT.

Autumn Term B

Creating Media - Digital Photography

Know what devices can be used to take photographs; use a digital device to take a photograph; describe what makes a good photograph; decide how photographs can be improved; use tools to change an image; recognise that images can be changed.

Spring Term A

Creating Media - Making Music

Say how music can make us feel; identify that there are patterns in music; describe how music can be used in different ways; show how music is made from a series of notes; create music for a purpose; review and refine our computer work.

Summer Term B

Programming B - Introduction to Quizzes

Explain that a sequence of commands has a start; explain that a sequence of commands has an outcome; create a program using a given design; change a given design; create a program using my own design; decide how my project can be improved.

Summer Term A

Programming A - Robot Algorithms

Describe a series of instructions as a sequence; explain what happens when we change the order of instructions; use logical reasoning to predict the outcome of a program (series of commands); explain that programming projects can have code and artwork; design an algorithm; create and debug a program that I have written.

Spring Term B

Data and Information - Pictograms

Recognise that we can count and compare objects using tally charts; recognise that objects can be represented as pictures; create a pictogram; select objects by attribute and make comparisons; recognise that people can be described by attributes; explain that we can present information using a computer.