

Infants Cycle A Computing

Autumn Term A

Computing Systems - Information Technology (IT) around us

Identify technology; identify a computer and its main parts; use a mouse in different ways; use a keyboard to type; use the keyboard to edit text; create rules for using technology responsibly

Autumn Term B

Creating Media - Digital Painting

Describe what different freehand tools do; use the shape tool and the line tools; make careful choices when painting a digital picture; explain why I chose the tools I used; use a computer on my own to paint a picture; compare painting a picture on a computer and on paper.

Spring Term A

Creating Media - Digital Writing

Use a computer to write; add and remove text on a computer; identify that the look of text can be changed on a computer; make careful choices when changing text; explain why I used the tools that I chose; compare writing on a computer with writing on paper.

Summer Term B

Programming B - Animations

Choose a command for a given purpose; show that a series of commands can be joined together; identify the effect of changing a value; explain that each sprite has its own instructions; design the parts of a project; use my algorithm to create a program.

Summer Term A

Programming A - Moving a Robot

Explain what a given command will do; act out a given word; combine forwards and backwards commands to make a sequence; combine four direction commands to make sequences; plan a simple program; find more than one solution to a problem.

Spring Term B

Data and Information - Grouping Data

Label objects; identify that objects can be counted; describe objects in different ways; count objects with the same properties; compare groups of objects; answer questions about groups of objects.