



Lower Juniors Cycle A Computing

Autumn Term A

Computing Systems - Connecting Computers

Explain how digital devices function; identify input and output devices; recognise how digital devices can change the way we work; explain how a computer network can be used to share information; explore how digital devices can be connected; recognise the physical components of a network.



Autumn Term B

Creating Media - Stop Frame Animation

Explain that animation is a sequence of drawings or photographs; relate animated movement with a sequence of images; plan an animation; identify the need to work consistently and carefully; review and improve an animation; evaluate the impact of adding other media to an animation.



Spring Term A

Creating Media - Desktop Publishing

Recognise how text and images convey information; recognise that text and layout can be edited; choose appropriate page settings; add content to a desktop publishing publication; consider how different layouts can suit different purposes; consider the benefits of desktop publishing.



Spring Term B

Data and Information - Branching Databases

Create questions with yes/no answers; identify the object attributes needed to collect relevant data; create a branching database; identify objects using a branching database; explain why it is helpful for a database to be well structured; compare the information shown in a pictogram with a branching database.



Summer Term A

Programming A - Sequence in Music

Explore a new programming environment; identify that each sprite is controlled by the commands I choose; explain that a program has a start; recognise that a sequence of commands can have an order; change the appearance of my project; create a project from a task description.



Summer Term B

Programming B - Events and Actions

Explain how a sprite moves in an existing project; create a program to move a sprite in four directions; adapt a program to a new context; develop my program by adding features; identify and fix bugs in a program; design and create a maze-based challenge.