



Lower Juniors Cycle B Computing

Autumn Term A

Computing Systems - The Internet

Describe how networks physically connect to other networks; recognise how networked devices make up the internet; outline how websites can be shared via the World Wide Web; describe how content can be added and accessed on the World Wide Web; recognise how the content of the www is created by people; evaluate the consequences of unreliable content.



Autumn Term B

Creating Media - Audio Editing

Identify that sound can be digitally recorded; use a digital device to record sound: explain that a digital recording is stored as a file; explain that audio can be changed through editing; show that different types of audio can be combined and played together; evaluate editing choices made.



Spring Term A

Creating Media - Photo Editing

Explain that digital images can be changed; change the composition of an image; describe how images can be changed for different uses; make good choices when selecting different tools; recognise that not all images are real; evaluate how changes can improve an image.



Spring Term B

Data and Information - Data Logging

Explain that data gathered over time can be used to answer questions; use a digital device to collect data automatically; explain that a data logger collects 'data points' from sensors over time; use data collected over a long duration to find information; identify the data needed to answer questions; use collected data to answer questions.



Summer Term A

Programming A - Repetition in Shapes

Identify that accuracy in programming is important; create a program in a text-based language; explain what 'repeat' means; modify a count-controlled loop to produce a given outcome; decompose a program into parts; create a program that uses count-controlled loops to produce a given outcome.



Summer Term B

Programming B - Repetition in Games

Develop the use of count-controlled loops in a different programming environment; explain that in programming there are infinite loops and count controlled loops; develop a design which includes two or more loops which run at the same time; modify an infinite loop in a given program; design a project that includes repetition; create a project that includes repetition.