

# Computing Long-Term Overview

## Curriculum Driver: Be Brave

Computing Unit	Autumn Week 1	Autumn Week 2	Autumn Week 3	Autumn Week 4	Autumn Week 5	Autumn Week 6
<b>Computing systems and networks – Technology around us</b>	Year 1 To identify technology as something that helps us.	Year 1 To use a computer to write.	Year 1 To identify a computer and its main parts.	Year 1 To use a mouse in different ways.	Year 1 To use the shape tool and the line tool on paintz.	Year 1 To make careful choices when painting a digital picture.
<b>Information Technology around us</b>	Year 2 To recognise the uses and features of IT.	Year 2 To identify IT in school.	Year 2 To explain how IT helps us.	Year 2 To recognise that we can count and compare objects using tally charts.	Year 2 To recognise that objects can be represented by pictures.	Year 2 To create a pictogram.
<b>Longitudinal Learning:</b> To stay safe and happy when using technology.						
Computing Unit	Spring Week 1	Spring Week 2	Spring Week 3	Spring Week 4	Spring Week 5	Spring Week 6
<b>Moving a Robot</b>	Year 1 To explain what a given command will do.	Year 1 To give and follow directions.	Year 1 To combine forwards and backwards commands to make a program.	Year 1 To combine 4 direction commands to make a program.	Year 1 To plan a simple program.	Year 1 To find more than one solution to a problem.
<b>Programming – Robot algorithms</b>	Year 2 To describe a series of instructions as a sequence.	Year 2 To program and run block-based codes.	Year 2 To program an ozobot to perform a series of commands in order.	Year 2 To use loops when building code for an ozobot.	Year 2 To practice debugging by finding and correcting errors in programs.	Year 2 To apply knowledge of sequences, loops and debugging by programming an ozobot to follow a route.
<b>Longitudinal Learning:</b> To stay safe and happy when using technology.						
Computing	Summer Week 1	Summer Week 2	Summer Week 3	Summer Week 4	Summer Week 5	Summer Week 6
<b>Creating media - digital writing</b>	Year 1 To use the keyboard to edit text.	Year 1 To add and remove text on a computer.	Year 1 To identify that the look of text can be changed on a computer.	Year 1 To make careful choices when changing text.	Year 1 To create a poster using a word processor.	Year 1 To compare typing on a computer to writing on paper
<b>Creating media – digital music</b>	Year 2 To know that I can use a computer to listen to music and say how music makes me feel.	Year 2 To create rhythmic patterns using Chrome Music Lab.	Year 2 To experiment with sound using a computer.	Year 2 To use a computer to create a musical composition.	Year 2 To create music for a purpose.	Year 2 To review and refine our compositions.
<b>Longitudinal Learning:</b> To stay safe and happy when using technology.						