

Below outlines the learning focus for each term

Term	Learning Focus		Conceptual Development
	Knowledge	Skills	
Autumn 1	Computer Science To understand that code is instructions written in a way the computer can understand To understand that when you run a program, the computer executes code To understand how people use computers at work	To program objects to move when the program starts (start events) To program objects to move when they are clicked on (click events) To identify information technology in jobs	Build upon: Mouse and basic computer skills (logging on/off and opening/closing programs) Prepare for: To create a more advanced app that combines start events and click events
Autumn 2	Information Technology To understand that MS Paint can be used to draw, colour and edit pictures	To paint with different colours To paint with different brushes To create shapes and fill areas To add text to a painting To create a digital poster To save and retrieve digital content	Build upon: To drag the mouse to draw simple lines and shapes Prepare for: To digitally recreate famous artists' paintings
Spring	Computer Science To understand that when you run a program, the computer executes code To understand that programs respond to inputs to do different things	To combine start events and click events to make a simple game To program an object to hide when it is clicked on To program an object to stop when it is clicked on To practise debugging code	Build upon: To create a simple app where objects move when they are clicked on Prepare for: To create a simple program where programs respond to different sorts of inputs (keyboard and mouse)
Summer 1	Information Technology To understand that MS Word can be used to type text and save documents	To type capital letters and symbols using the shift key To select and format text (underline, bold, italics) To select and format text (font, size, colour) To create a digital fact file To save and retrieve digital content	Build upon: To practise typing on a keyboard. Prepare for: To create a digital presentation in MS PowerPoint
Summer 2	Computer Science To understand that an algorithm is a sequence of clear instructions To understand that when a Bee-Bot does something it is following an algorithm	To program a Bee-Bot using the arrow buttons To program a Bee-Bot to follow an algorithm To practise debugging code	Build upon: To experiment with Bee-Bots during free-flow. Prepare for: To code on tablets using Scratch Jr.
Online Safety Lessons (1 per half term)	Digital Literacy To understand how to communicate safely online To understand who trusted adults are	To safely search for images online To communicate safely online To explain how to be SMART online To sort personal information into safe and not safe to share	Build upon: To discuss kind behaviour offline and online. Prepare for: To understand that the information I put online leaves a digital footprint.