

Clifton-upon-Teme Primary School Medium Term Plan

KS1 Computing – Cycle A

Statement Number	National Curriculum Statement
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
1.2	create and debug simple programs
1.3	use logical reasoning to predict the behaviour of simple programs
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content
1.5	recognise common uses of information technology beyond school
1.6	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Abbreviations based on Teach Computing Taxonomy		
Abbreviation	Strand	Description
NW	Networks	Understand how networks can be used to retrieve and share information and come with associated risks
CM	Creating Media	Select and create a range of media including text, images, sounds and video.
DI	Data & Information	How is data stored, organised and used to represent real world artefacts and scenarios
DD	Design & Deveopment	The activities involved in planning, creating and evaluating computing artefacts
CS	Computing Systems	What is a computer, how do it's constituent parts function together as a whole
IT	Impact of Technology	How individuals, systems and society as a whole interact with computer systems
AL	Algorithms	Being able to comprehend, design, create and evaluate algorithms
PG	Programming	Creating software to allow computers to solve problems
ET	Effective Use of tools	Use software tools to support computing work
SS	Safety & Security	Understanding risks when using technology and how to protect individuals and systems

Clifton-upon-Teme Primary School Medium Term Plan

National Curriculum Coverage Year 1/2

National Curriculum Coverage —Years 1 and 2												
	1.1 Technology around us	1.2 Digital painting	1.3 Moving a robot	1.4 Grouping data	1.5 Digital writing	1.6 Programming animations	2.1 Information technology around us	2.2 Digital photography	2.3 Robot algorithms	2.4 Pictograms	2.5 Digital music	2.6 Programming quizzes
Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.			✓			✓			✓			✓
Create and debug simple programs			✓			✓			✓			✓
Use logical reasoning to predict the behaviour of simple programs			✓			✓			✓			✓
Use technology purposefully to create, organise, store, manipulate, and retrieve digital content	✓	✓		✓	✓		✓	✓		✓	✓	✓
Recognise common uses of information technology beyond school	✓		✓				✓	✓				
Use technology safely and respectfully, keeping personal information private; identify on the internet or other online technologies	✓			✓	✓		✓	✓	✓	✓		

Units of work covered in Cycle A are highlighted below along with Unit Summaries:

	Computing systems and networks ¹	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	Technology around us (1.1)*	Digital painting (1.2)	Moving a robot (1.3)	Grouping data (1.4)	Digital writing (1.5)	Programming animations (1.6)
Year 2	Information technology around us (2.1)	Digital photography (2.2)	Robot algorithms (2.3)	Pictograms (2.4)	Digital music (2.5)	Programming quizzes (2.6)

	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	Technology around us Recognising technology in school and using it responsibly.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes.	Grouping data Exploring object labels, then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on screen to tell stories.

Clifton-upon-Teme Primary School Medium Term Plan
KS1 Computing – Cycle A Year 1/2

[illegible]

[illegible]

[illegible]

Unit Name		Learning Objectives	Learning Outcomes	National Curriculum Links						Abbreviations based on Teach Computing Curriculum									
				1.1	1.2	1.3	1.4	1.5	1.6	AL	CM	CS	DD	DI	ET	IT	NW	PG	SS
Data and information – Grouping data	1	To label objects	- I can describe objects using labels - I can identify the label for a group of objects - I can match objects to groups											TRUE					
Data and information – Grouping data	2	To identify that objects can be counted	- I can count a group of objects - I can count objects - I can group objects											TRUE					
Data and information – Grouping data	3	To describe objects in different ways	- I can describe an object - I can describe a property of an object - I can find objects with similar properties											TRUE					
Data and information – Grouping data	4	To count objects with the same properties	- I can count how many objects share a property - I can group objects in more than one way - I can group similar objects											TRUE					
Data and information – Grouping data	5	To compare groups of objects	- I can choose how to group objects - I can describe groups of objects - I can record how many objects are in a group											TRUE					
Data and information – Grouping data	6	To answer questions about groups of objects	- I can compare groups of objects - I can decide how to group objects to answer a question - I can record and share what I have found											TRUE					

[illegible]

[illegible]