

Computing Learning Sequence Document - Year 1/2 - 2022/2023



Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Information technology around us. (2.1) Staying safe online	Digital writing (1.5)	Moving a robot (1.3)	Robot algorithms (2.3)	Programming animations (1.6)	Programming quizzes (2.6)
Learning Outcomes	Recognising technology in school and using it responsibly.	To understand how to use a word processing program to create digital content.				
Science Knowledge NC Focus:	<i>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.</i> <i>Recognise common uses of information technology beyond school.</i>	<i>use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i>	<i>Create and debug simple programs</i> <i>Use logical reasoning to predict the behaviour of simple programs</i> <i>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</i>	<i>Create and debug simple programs</i> <i>Use logical reasoning to predict the behaviour of simple programs</i> <i>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</i>	<i>Create and debug simple programs</i> <i>Use logical reasoning to predict the behaviour of simple programs</i> <i>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</i>	<i>Create and debug simple programs</i> <i>Use logical reasoning to predict the behaviour of simple programs</i> <i>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</i> <i>use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i>
Prior learning:	N/A	N/A	N/A	Moving a robot (1.3)	N/A	N/A
Sequence of learning:	To recognise the uses and features of information technology	To use a computer to write	To explain what a given command will do	To describe a series of instructions as a sequence	To choose a command for a given purpose	To explain that a sequence of commands has a start
	To identify the uses of information technology in the school	To add and remove text on a computer	To act out a given word	To explain what happens when we change the order of instructions	To show that a series of commands can be joined together	To explain that a sequence of commands has an outcome
	To identify information technology beyond school	To identify that the look of text can be changed on a computer	To combine forwards and backwards commands to make a sequence	To use logical reasoning to predict the outcome of a program (series of commands)	To identify the effect of changing a value	To create a program using a given design
	To explain how information technology helps us	To make careful choices when changing text	To combine four direction commands to make sequences	To explain that programming projects can have code and artwork	To explain that each sprite has its own instructions	To change a given design



	To explain how to use information technology safely	To explain why I used the tools that I chose	To plan a simple program	To design an algorithm	To design the parts of a project	To create a program to my own design
	To recognise that choices are made when using information technology	To compare typing on a computer to writing on paper	To find more than one solution to a problem	To create and debug a program that I have written	To use my algorithm to create a program	To decide how my project can be improved
End Point:	Children are able to use digital devices appropriately.	Children write a story on a digital device.	Children are able to program a robot to follow simple commands.	Children are able to program a robot to follow simple commands.	Children create a simple animation.	Children create a simple quiz using a digital device.
Class Topic	Splendid skies Finding out about weather and weather stations.	Splendid skies Finding out about weather and weather stations.	Moon Zoom! Exploring outer space.	Moon Zoom! Exploring outer space.	Land Ahoy! Speak like a Pirate, write like a poet and explore the world.	Land Ahoy! Speak like a Pirate, write like a poet and explore the world.
Linking to class topic suggestion.		Write a diary about the weather.	Make your Robot explore the moon.	Make your Robot explore the moon.	Make a pirate animation	Make a world quiz.