

Structure of Units of Work

	<u>Autumn Term</u>		<u>Spring Term</u>		<u>Sumer Term</u>	
Year 1/2 2025-26 (A)	Y1- Computing Systems and Networks- Technology Around Us	Y1-Creating Media- Digital Painting	Y1-Programming A-Moving a Robot	Y1-Data and Information- Grouping Data	Y1-Creating Media-Digital Writing	Y1-Programming B-Programming Animations
Year 1/2 2026-27 (B)	Y2-Computing Systems and Networks-IT around us	Y2-Creating Media- Digital Photography	Y2-Programming A- Robot Algorithms	Y2-Data and Information- Pictograms	Y2-Creating Media-Digital Music	Y2-Programming B- Programming Quizzes

Unit Summaries

	<u>Computer Systems and Networks</u>	<u>Creating Media</u>	<u>Programming A</u>	<u>Data and Information</u>	<u>Creating Media</u>	<u>Programming B</u>
Year 1 units (2025-26)	<u>Technology Around Us</u> Recognising technology in school and using it responsibly.	<u>Digital Painting</u> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<u>Moving a Robot</u> Writing short algorithms and programs for floor robots, and predicting program outcomes.	<u>Grouping Data</u> Exploring object labels, then using them to sort and group objects by properties.	<u>Digital Writing</u> Using a computer to create and format text, before comparing to writing non-digitally.	<u>Programming animations</u> Designing and programming the movement of a character on screen to tell stories.
Year 2 units (2026-27)	<u>Information Technology Around Us</u> Identifying IT and how its responsible use improves our world in school and beyond.	<u>Digital Photography</u> Capturing and changing digital photographs for different purposes.	<u>Robot Algorithms</u> Creating and debugging programs, and using logical reasoning to make predictions.	<u>Pictograms</u> Collecting data in tally charts and using attributes to organise and present data on a computer.	<u>Digital Music</u> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<u>Programming Quizzes</u> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

<u>National Curriculum Coverage- Year 1 and 2</u>	<u>1.1 Technology Around Us</u>	<u>1.2 Digital Painting</u>	<u>1.3 Moving a Robot</u>	<u>1.4 Grouping Data</u>	<u>1.5 Digital Writing</u>	<u>1.6 Programming animations</u>	<u>2.1 IT Around Us</u>	<u>2.2 Digital Photography</u>	<u>2.3 Robot Algorithms</u>	<u>2.4 Pictograms</u>	<u>2.5 Digital Music</u>	<u>2.6 Programming Quizzes</u>
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 where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	✓			✓	✓		✓	✓	✓	✓		