



Teach Computing - KS1

Year Group	Suggested Order	Unit Name	Lesson	Learning Objectives	Success Criteria
1	1	Computing systems and networks – Technology around us	1	-To identify technology	-I can explain how these technology examples help us - I can explain technology as something that helps us - I can locate examples of technology in the classroom
1	1	Computing systems and networks – Technology around us	2	-To identify a computer and its main parts	-I can name the main parts of a computer - I can switch on and log into a computer - I can use a mouse to click and drag
1	1	Computing systems and networks – Technology around us	3	-To use a mouse in different ways	-I can click and drag to make objects on a screen - I can use a mouse to create a picture - I can use a mouse to open a program
1	1	Computing systems and networks – Technology around us	4	-To use a keyboard to type on a computer	-I can save my work to a file - I can say what a keyboard is for - I can type my name on a computer
1	1	Computing systems and networks – Technology around us	5	-To use the keyboard to edit text	-I can delete letters - I can open my work from a file - I can use the arrow keys to move the cursor -I can discuss how we benefit from these rules
1	1	Computing systems and networks – Technology around us	6	-To create rules for using technology responsibly	- I can give examples of some of these rules - I can identify rules to keep us safe and healthy when we are using technology in and beyond the home
1	2	Creating media – Digital painting	1	-To describe what different freehand tools do	-I can draw lines on a screen and explain which tools I used - I can make marks on a screen and explain which tools I used - I can use the paint tools to draw a picture
1	2	Creating media – Digital painting	2	-To use the shape tool and the line tools	-I can make marks with the square and line tools - I can use the shape and line tools effectively - I can use the shape and line tools to recreate the work of an artist
1	2	Creating media – Digital painting	3	-To make careful choices when painting a digital picture	-I can choose appropriate shapes - I can create a picture in the style of an artist - I can make appropriate colour choices

1	2	Creating media – Digital painting	4	-To explain why I chose the tools I used	<ul style="list-style-type: none"> -I can choose appropriate paint tools and colours to recreate the work of an artist - I can say which tools were helpful and why - I know that different paint tools do different jobs -I can change the colour and brush sizes
1	2	Creating media – Digital painting	5	-To use a computer on my own to paint a picture	<ul style="list-style-type: none"> - I can make dots of colour on the page - I can use dots of colour to create a picture in the style of an artist on my own -I can explain that pictures can be made in lots of different ways
1	2	Creating media – Digital painting	6	-To compare painting a picture on a computer and on paper	<ul style="list-style-type: none"> - I can say whether I prefer painting using a computer or using paper - I can spot the differences between painting on a computer and on paper
1	3	Programming A – Moving a robot	1	-To explain what a given command will do	<ul style="list-style-type: none"> -I can match a command to an outcome - I can predict the outcome of a command on a device - I can run a command on a device
1	3	Programming A – Moving a robot	2	-To act out a given word	<ul style="list-style-type: none"> -I can follow an instruction - I can give directions - I can recall words that can be acted out -I can compare forwards and backwards movements
1	3	Programming A – Moving a robot	3	-To combine forwards and backwards commands to make a sequence	<ul style="list-style-type: none"> - I can predict the outcome of a sequence involving forwards and backwards commands - I can start a sequence from the same place -I can compare left and right turns
1	3	Programming A – Moving a robot	4	-To combine four direction commands to make sequences	<ul style="list-style-type: none"> - I can experiment with turn and move commands to move a robot - I can predict the outcome of a sequence involving up to four commands -I can choose the order of commands in a sequence
1	3	Programming A – Moving a robot	5	-To plan a simple program	<ul style="list-style-type: none"> - I can debug my program - I can explain what my program should do -I can identify several possible solutions
1	3	Programming A – Moving a robot	6	-To find more than one solution to a problem	<ul style="list-style-type: none"> - I can plan two programs - I can use two different programs to get to the same place
1	4	Data and information – Grouping data	1	-To label objects	<ul style="list-style-type: none"> -I can describe objects using labels - I can identify the label for a group of objects - I can match objects to groups
1	4	Data and information – Grouping data	2	-To identify that objects can be counted	<ul style="list-style-type: none"> -I can count a group of objects - I can count objects - I can group objects
1	4	Data and information – Grouping data	3	-To describe objects in different ways	<ul style="list-style-type: none"> -I can describe an object - I can describe a property of an object - I can find objects with similar properties

1	4	Data and information – Grouping data	4	-To count objects with the same properties	<ul style="list-style-type: none"> - I can count how many objects share a property - I can group objects in more than one way - I can group similar objects
1	4	Data and information – Grouping data	5	-To compare groups of objects	<ul style="list-style-type: none"> - I can choose how to group objects - I can describe groups of objects
1	4	Data and information – Grouping data	6	-To answer questions about groups of objects	<ul style="list-style-type: none"> - I can record how many objects are in a group - 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
1	5	Creating media – Digital writing	1	-To use a computer to write	<ul style="list-style-type: none"> - I can identify and find keys on a keyboard - I can open a word processor
1	5	Creating media – Digital writing	2	-To add and remove text on a computer	<ul style="list-style-type: none"> - I can recognise keys on a keyboard - I can enter text into a computer - I can use backspace to remove text - I can use letter, number, and space keys
1	5	Creating media – Digital writing	3	-To identify that the look of text can be changed on a computer	<ul style="list-style-type: none"> - I can explain what the keys that I have learnt about already do - I can identify the toolbar and use bold, italic, and underline - I can type capital letters - I can change the font
1	5	Creating media – Digital writing	4	-To make careful choices when changing text	<ul style="list-style-type: none"> - I can select all of the text by clicking and dragging - I can select a word by double-clicking - I can decide if my changes have improved my writing
1	5	Creating media – Digital writing	5	-To explain why I used the tools that I chose	<ul style="list-style-type: none"> - I can say what tool I used to change the text - I can use 'undo' to remove changes - I can explain the differences between typing and writing
1	5	Creating media – Digital writing	6	-To compare typing on a computer to writing on paper	<ul style="list-style-type: none"> - I can make changes to text on a computer - I can say why I prefer typing or writing
1	6	Programming B - Programming animations	1	-To choose a command for a given purpose	<ul style="list-style-type: none"> - I can compare different programming tools - I can find which commands to move a sprite - I can use commands to move a sprite
1	6	Programming B - Programming animations	2	-To show that a series of commands can be joined together	<ul style="list-style-type: none"> - I can run my program - I can use a Start block in a program - I can use more than one block by joining them together - I can change the value
1	6	Programming B - Programming animations	3	-To identify the effect of changing a value	<ul style="list-style-type: none"> - I can find blocks that have numbers - I can say what happens when I change a value - I can add blocks to each of my sprites
1	6	Programming B - Programming animations	4	-To explain that each sprite has its own instructions	<ul style="list-style-type: none"> - I can delete a sprite - I can show that a project can include more than one sprite - I can choose appropriate artwork for my project
1	6	Programming B - Programming animations	5	-To design the parts of a project	<ul style="list-style-type: none"> - I can create an algorithm for each sprite - I can decide how each sprite will move

1	6	Programming B - Programming animations	6	-To use my algorithm to create a program	-I can add programming blocks based on my algorithm - I can test the programs I have created - I can use sprites that match my design
2	1	Computing systems and networks – IT around us	1	-To recognise the uses and features of information technology	-I can describe some uses of computers - I can identify examples of computers - I can identify that a computer is a part of IT
2	1	Computing systems and networks – IT around us	2	-To identify the uses of information technology in the school	-I can identify examples of IT - I can identify that some IT can be used in more than one way
2	1	Computing systems and networks – IT around us	3	-To identify information technology beyond school	- I can sort school IT by what it's used for -I can find examples of information technology - I can sort IT by where it is found
2	1	Computing systems and networks – IT around us	4	-To explain how information technology helps us	- I can talk about uses of information technology -I can demonstrate how IT devices work together - I can recognise common types of technology - I can say why we use IT
2	1	Computing systems and networks – IT around us	5	-To explain how to use information technology safely	-I can list different uses of information technology - I can say how rules can help keep me safe - I can talk about different rules for using IT
2	1	Computing systems and networks – IT around us	6	-To recognise that choices are made when using information technology	-I can explain the need to use IT in different ways - I can identify the choices that I make when using IT - I can use IT for different types of activities
2	2	Creating media – Digital photography	1	-To use a digital device to take a photograph	-I can explain what I did to capture a digital photo - I can recognise what devices can be used to take photographs - I can talk about how to take a photograph
2	2	Creating media – Digital photography	2	-To make choices when taking a photograph	-I can explain the process of taking a good photograph - I can explain why a photo looks better in portrait or landscape format - I can take photos in both landscape and portrait format
2	2	Creating media – Digital photography	3	-To describe what makes a good photograph	-I can discuss how to take a good photograph - I can identify what is wrong with a photograph - I can improve a photograph by retaking it
2	2	Creating media – Digital photography	4	-To decide how photographs can be improved	-I can experiment with different light sources - I can explain why a picture may be unclear - I can explore the effect that light has on a photo
2	2	Creating media – Digital photography	5	-To use tools to change an image	-I can explain my choices - I can recognise that images can be changed - I can use a tool to achieve a desired effect
2	2	Creating media – Digital photography	6	-To recognise that photos can be changed	-I can apply a range of photography skills to capture a photo - I can identify which photos are real and which have been changed - I can recognise which photos have been changed

2	3	Programming A – Robot algorithms	1	-To describe a series of instructions as a sequence	<ul style="list-style-type: none"> - I can choose a series of words that can be enacted as a sequence - I can follow instructions given by someone else - I can give clear instructions - I can show the difference in outcomes between two sequences that consist of the same commands
2	3	Programming A – Robot algorithms	2	-To explain what happens when we change the order of instructions	<ul style="list-style-type: none"> - I can use an algorithm to program a sequence on a floor robot - I can use the same instructions to create different algorithms
2	3	Programming A – Robot algorithms	3	-To use logical reasoning to predict the outcome of a program	<ul style="list-style-type: none"> - I can compare my prediction to the program outcome - I can follow a sequence - I can predict the outcome of a sequence
2	3	Programming A – Robot algorithms	4	-To explain that programming projects can have code and artwork	<ul style="list-style-type: none"> - I can explain the choices I made for my mat design - I can identify different routes around my mat - I can test my mat to make sure that it is usable
2	3	Programming A – Robot algorithms	5	-To design an algorithm	<ul style="list-style-type: none"> - I can create an algorithm to meet my goal - I can explain what my algorithm should achieve - I can use my algorithm to create a program
2	3	Programming A – Robot algorithms	6	-To create and debug a program that I have written	<ul style="list-style-type: none"> - I can plan algorithms for different parts of a task - I can put together the different parts of my program - I can test and debug each part of the program
2	4	Data and information – Pictograms	1	-To recognise that we can count and compare objects using tally charts	<ul style="list-style-type: none"> - I can compare totals in a tally chart - I can record data in a tally chart - I can represent a tally count as a total
2	4	Data and information – Pictograms	2	-To recognise that objects can be represented as pictures	<ul style="list-style-type: none"> - I can enter data onto a computer - I can use a computer to view data in a different format - I can use pictograms to answer simple questions about objects
2	4	Data and information – Pictograms	3	-To create a pictogram	<ul style="list-style-type: none"> - I can explain what the pictogram shows - I can organise data in a tally chart - I can use a tally chart to create a pictogram
2	4	Data and information – Pictograms	4	-To select objects by attribute and make comparisons	<ul style="list-style-type: none"> - I can answer 'more than'/'less than' and 'most/least' questions about an attribute - I can create a pictogram to arrange objects by an attribute - I can tally objects using a common attribute
2	4	Data and information – Pictograms	5	-To recognise that people can be described by attributes	<ul style="list-style-type: none"> - I can choose a suitable attribute to compare people - I can collect the data I need - I can create a pictogram and draw conclusions from it
2	4	Data and information – Pictograms	6	-To explain that we can present information using a computer	<ul style="list-style-type: none"> - I can give simple examples of why information should not be shared - I can share what I have found out using a computer - I can use a computer program to present information in different ways

2	5	Creating media - Digital music	1	-To say how music can make us feel	<ul style="list-style-type: none"> -I can describe music using adjectives - I can identify simple differences in pieces of music - I can say what I do and don't like about a piece of music -I can create a rhythm pattern
2	5	Creating media - Digital music	2	-To identify that there are patterns in music	<ul style="list-style-type: none"> - I can explain that music is created and played by humans - I can play an instrument following a rhythm pattern -I can connect images with sounds
2	5	Creating media - Digital music	3	-To experiment with sound using a computer	<ul style="list-style-type: none"> - I can relate an idea to a piece of music - I can use a computer to experiment with pitch -I can explain how my music can be played in different ways
2	5	Creating media - Digital music	4	-To use a computer to create a musical pattern	<ul style="list-style-type: none"> - I can identify that music is a sequence of notes - I can refine my musical pattern on a computer -I can add a sequence of notes to my rhythm
2	5	Creating media - Digital music	5	-To create music for a purpose	<ul style="list-style-type: none"> - I can create a rhythm which represents an animal I've chosen - I can create my animal's rhythm on a computer -I can explain how I changed my work
2	5	Creating media - Digital music	6	-To review and refine our computer work	<ul style="list-style-type: none"> - I can listen to music and describe how it makes me feel - I can review my work
2	6	Programming B - Programming quizzes	1	-To explain that a sequence of commands has a start	<ul style="list-style-type: none"> -I can identify that a program needs to be started - I can identify the start of a sequence - I can show how to run my program
2	6	Programming B - Programming quizzes	2	-To explain that a sequence of commands has an outcome	<ul style="list-style-type: none"> -I can change the outcome of a sequence of commands - I can match two sequences with the same outcome - I can predict the outcome of a sequence of commands -I can build the sequences of blocks I need
2	6	Programming B - Programming quizzes	3	-To create a program using a given design	<ul style="list-style-type: none"> - I can decide which blocks to use to meet the design - I can work out the actions of a sprite in an algorithm -I can choose backgrounds for the design
2	6	Programming B - Programming quizzes	4	-To change a given design	<ul style="list-style-type: none"> - I can choose characters for the design - I can create a program based on the new design -I can build sequences of blocks to match my design
2	6	Programming B - Programming quizzes	5	-To create a program using my own design	<ul style="list-style-type: none"> - I can choose the images for my own design - I can create an algorithm -I can compare my project to my design
2	6	Programming B - Programming quizzes	6	-To decide how my project can be improved	<ul style="list-style-type: none"> - I can debug my program - I can improve my project by adding features