

Long Term Framework for Computing

	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
Whole school opportunities and experiences						
Nursery						<i>I wonder what happens next</i> To play and explore with technological toys knowing how to switch these on.
Reception						<i>I wonder what happens next</i> To use a variety of simple programs on electronic devices.
Year 1	<i>Technology around us</i> I can name different parts of a computer.	<i>Digital painting</i> I can draw a picture incorporating line and brush tools.	<i>Moving a robot</i> I can explain what an algorithm is and use commands.	<i>Grouping Data</i> I can classify data images with different labels.	<i>Digital Writing</i> I can use a keyboard to write words, use spaces and delete letters.	<i>Programming Animations</i> I can create a simple program and correct mistakes (bugs) to run it correctly.
Year 2	<i>Information Technology around us</i> I can understand how technology enhances our lives.	<i>Digital Photography</i> I can understand how to take a perfect photograph.	<i>Robot Algorithms</i> I can predict the outcome of an algorithm inputted.	<i>Pictograms</i> I can input data to make a pictogram.	<i>Making Music</i> I can create music digitally.	<i>An Introduction to Quizzes</i> I can use a series of algorithms to design my own quiz.
Year 3	<i>Connecting Computers</i> I understand the purpose of computer networks.	<i>Stop-frame Animation</i> I can create a stop frame animation.	<i>Sequence in music</i> I can combine blocks of code to create algorithms to sequence music.	<i>Branching databases</i> I can create a branching database.	<i>Desktop publishing</i> I can create a document which combines fonts, colours and images to suit a purpose.	<i>Events and actions</i> I can write a series of algorithms to design a maze-tracing program.
Year 4	<i>The Internet</i> I can tell you how information is sent through the internet.	<i>Photo editing</i> I can edit and change digital images.	<i>Repetition in shapes</i> I can write a series of repetitive algorithms to create shapes, patterns and a simple game. I can see errors in simple algorithm codes and correct them.	<i>Data logging</i> I can review and analyse data through data logging.	<i>Audio editing</i> I can use recordings to make a podcast.	<i>Repetition in games</i> I can write a series of repetitive algorithms to create shapes, patterns and a simple game. I can see errors in simple algorithm codes and correct them.
Year 5	<i>Sharing information</i> I can tell you how computers communicate.	<i>Video editing</i> I can capture, edit and manipulate video.	<i>Selection in physical computing</i> I can create an algorithm combining 'if,then' controls and sensing.	<i>Flat-file databases</i> I can create real-life database to answer a question, and present their work to others.	<i>Vector drawing</i> I can use different tools to create a vector drawing.	<i>Selection in quizzes</i> I can explain how an algorithm, as a block of code, will work.
Year 6	<i>Communication</i> I can understand what influences a web search.	<i>Web page creation</i> I can design and create a simple webpage.	<i>Variables in games</i> I can write precise algorithms and test them out in real life.	<i>Introduction to spreadsheets</i> I can use simple formulae to solve calculations in spreadsheets.	<i>3D Modelling</i> I can create a 3D model.	<i>Sensing</i> I can suggest, after observations, improvements to other people's algorithms.