


Computing at Crowmoor

	EYFS	KS1	LKS2	UKS2
Computing Systems and Networks	<p>- to name different pieces of technology (i.e. computer, screen)</p>	<p>At Crowmoor, children by the end of Year 2 will:</p> <ul style="list-style-type: none"> Recognise technology in school and use it responsibly. Identify IT and how its responsible use improves our world in school and beyond. 	<p>At Crowmoor, children by the end of Year 4 will:</p> <ul style="list-style-type: none"> Identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. Recognise the internet as a network of networks including the WWW, and why we should evaluate online content. 	<p>At Crowmoor, children by the end of Year 6 will:</p> <ul style="list-style-type: none"> Recognise IT systems in the world and how some can enable searching on the internet. Explore how data is transferred by working collaboratively online

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<p>Creating Media</p>	<ul style="list-style-type: none">- use applications effectively- select technology for particular purposes	<p>At Crowmoor, children by the end of Year 2 will:</p> <ul style="list-style-type: none">• Choose appropriate tools in a program to create art, and make comparisons with working non-digitally.• Use a computer to create and format text, before comparing to writing non-digitally.• Capture and changing digital photographs for different purposes.• Use a computer as a tool to explore rhythms and melodies, before creating a musical composition	<p>At Crowmoor, children by the end of Year 4 will:</p> <ul style="list-style-type: none">• Capture and edit digital still images to produce a stop-frame animation that tells a story.• Create documents by modifying text, images, and page layouts for a specified purpose.• Capture and edit audio to produce a podcast, ensuring that copyright is considered.• Manipulate digital images, and reflect on the impact of changes and whether the required purpose is fulfilled.	<p>At Crowmoor, children by the end of Year 6 will:</p> <ul style="list-style-type: none">• Plan, capture, and edit video to produce a short film.• Create images in a drawing program by using layers and groups of objects.• Plan, develop, and evaluate 3D computer models of physical objects.• Design and create webpages, giving consideration to copyright, aesthetics, and navigation.
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<p>Programming</p>	<ul style="list-style-type: none">- Input a control into a device- Identify what the output will be	<p>At Crowmoor, children by the end of Year 2 will:</p> <ul style="list-style-type: none">• Write short algorithms and programs for floor robots, and predicting program outcomes.• Create and debug programs, and use logical reasoning to make predictions.	<p>At Crowmoor, children by the end of Year 4 will:</p> <ul style="list-style-type: none">• Create sequences in a block-based programming language to make music.• Write algorithms and programs that use a range of events to trigger sequences of actions.• Use a text-based programming language to explore count-controlled loops when drawing shapes.• Use a block-based programming language to explore count-controlled and infinite loops when creating a game.	<p>At Crowmoor, children by the end of Year 6 will:</p> <ul style="list-style-type: none">• Explore conditions and selection using a programmable microcontroller.• Explore selection in programming to design and code an interactive quiz.• Design and code a project that captures inputs from a physical device.• Explore variables when designing and coding a game.
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<p>Data and Information</p>	<p>- Recognise where technology is use (i.e. home/school)</p>	<p>At Crowmoor, children by the end of Year 2 will:</p> <ul style="list-style-type: none">• Explore object labels, then use them to sort and group objects by properties.• Design and program the movement of a character on screen to tell stories.• Collect data in tally charts and use attributes to organise and present data on a computer.• Design algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	<p>At Crowmoor, children by the end of Year 4 will:</p> <ul style="list-style-type: none">• Build and use branching databases to group objects using yes/no questions.• Recognise how and why data is collected over time, before using data loggers to carry out an investigation.	<p>At Crowmoor, children by the end of Year 6 will:</p> <ul style="list-style-type: none">• Use a database to order data and create charts to answer questions.• Answer questions by using spreadsheets to organise and calculate data
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