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| **Term** | **Unit** | **Just At** | **At** | **Above** |
| Autumn 1 | Digital Painting | To create a picture using a free hand tool.  To use the undo button to correct a mistake  To use a range of paint colours | To select tools to achieve required outcomes and begin to consider the impact of the choices made.  Edit and make improvements to your work with support changing colour, line and fill. | To combine a range of tools to create a piece of artwork and consider the impact of the choices made.  Independently evaluate, review and make changes to their work and justify their choices. |
| Autumn 2 | Pictograms | Use a tally chart to collect data  Can enter data onto a computer  Recognise that people, animals and objects can be described by attributes  Can use a pictogram to answer single-attribute questions | Compare objects that have been grouped by attribute  Use pictograms to answer comparison questions  Use a computer to present information in different ways | To construct a given comparison question  Give examples of why some information should not be shared with other people |
| Spring 1 | Digital Writing | Recognise a keyboard is used to enter text into a computer  Use letters, number and space keys  Use punctuation  Select text | Use the shift key to change characters and use special characters in writing  Change the size and font of text  Use the undo and backspace button to correct errors | Change the appearance of text on a computer  Consider the impact of choices made when typing onto a computer |
| Spring 2 | Programming Animations | Enact a given word and recall words that can be enacted  Match a command to an outcome  Understand a program is a set of commands a computer can run | Choose a command for a given purpose  Recall that a series of instructions can be issued before they are enacted  Choose a series of words that can be enacted as a program | Build a sequence of commands in steps  Combine commands in a program  Choose a series of commands that can be run as a program |
| Summer 1 | Technology Around Us | Explain that technology is something that can help us  Identify examples of technology  Recognise that a computer is an example of technology  Explain how examples of technology help us | Choose a piece of technology to do a job  Recognise technology can be used in different ways  Identify the main parts of a computer | Recognise that choices are made when using technology  Explain why rules are needed when using technology  Show how to use technology safely |
| Summer 2 | Robot Algorithms | Describe that a series of instructions is called a sequence  Explain what happens when we change the order of instructions  Choose a series of words that can be enacted as a sequence  Create a simple programme  Run the programme on a device, with support | Create a more developed programme  Run the programme on a device, independently  Debug a program, with support | Debug a program, independently  Trace a sequence to make a prediction |