



Computing

Develop Test Innovate



Year Group	Unit Title	End Points
1	Computer Systems and Networks	• Know technology as something that helps us. • Locate examples of technology in the classroom. • Name main parts of a computer/laptop. • Switch on a laptop and log on. • Use a mouse to click and drag. • Type own name. • Delete letters using the backspace key. • Save work to a file.
1	Digital Painting	• Draw lines on a screen and explain which tools were used. • Use paint tools to draw a picture. • Use the shape and line tools effectively. • Use the shape and line tools to recreate the work of an artist. • Know that different paint tools do different jobs. • Change the colour and brush sizes.
1	Grouping Data	• Match objects to groups. • Identify the label for a group of objects. • Group objects in more than one way. • Decide how to group objects to answer a question.
1	Programming- Quizzing	• Know that a program needs to be started. • Use the start block in a program. • Use more than one block by joining them together. • Change the value on a block. • Add more than one sprite into a program. • Add blocks to different sprites. • Create an algorithm for a sprite.
1	Creating Media	• Open a word document. • Use letters, numbers, and the space bar. • Identify the toolbar and use bold, italic, and underline. • Select all the text by clicking and dragging. • Change the font. • Use undo to remove changes.
1	Moving a robot	• Predict the outcome on a device. • Run a command on a device.

		• Use forwards, backwards and turns to move a robot. • Debug a program. • Plan different routes to get to the same destination.
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