

1	Computing systems and networks – Technology around us	-To identify a computer and its main parts									- Copyright and ownership - Health, well-being and lifestyle
1	Computing systems and networks – Technology around us	-To use a mouse in different ways									- Copyright and ownership - Health, well-being and lifestyle
1	Computing systems and networks – Technology around us	-To use a keyboard to type on a computer									- Copyright and ownership - Health, well-being and lifestyle
1	Computing systems and networks – Technology around us	-To use the keyboard to edit text									- Copyright and ownership - Health, well-being and lifestyle
1	Computing systems and networks – Technology around us	-To create rules for using technology responsibly									- Copyright and ownership - Health, well-being and lifestyle

[illegible]

1	Programming A – Moving a robot	-To combine four direction commands to make sequences							English – writing
1	Programming A – Moving a robot	-To plan a simple program							English – writing
1	Programming A – Moving a robot	-To find more than one solution to a problem							English – writing
1	Data and information – Grouping data	-To label objects							- Copyright and ownership
1	Data and information – Grouping data	-To identify that objects can be counted							- Copyright and ownership
1	Data and information – Grouping data	-To describe objects in different ways							- Copyright and ownership

1	Data and information – Grouping data	-To count objects with the same properties								- Copyright and ownership
1	Data and information – Grouping data	-To compare groups of objects								- Copyright and ownership
1	Data and information – Grouping data	-To answer questions about groups of objects								- Copyright and ownership
1	Creating media – Digital writing	-To use a computer to write								- Privacy and security
1	Creating media – Digital writing	-To add and remove text on a computer								- Privacy and security
1	Creating media – Digital writing	-To identify that the look of text can be changed on a computer								- Privacy and security

1	Programming B - Programming animations	-To explain that each sprite has its own instructions										
1	Programming B - Programming animations	-To design the parts of a project										
1	Programming B - Programming animations	-To use my algorithm to create a program										
2	Computing systems and networks – IT around us	-To recognise the uses and features of information technology										- Health, well- being and lifestyle
2	Computing systems and networks – IT around us	-To identify the uses of information technology in the school										- Health, well- being and lifestyle
2	Computing systems and networks – IT around us	-To identify information technology beyond school										- Health, well- being and lifestyle

2	Computing systems and networks – IT around us	-To explain how information technology helps us										- Health, well-being and lifestyle
2	Computing systems and networks – IT around us	-To explain how to use information technology safely										- Health, well-being and lifestyle
2	Computing systems and networks – IT around us	-To recognise that choices are made when using information technology										- Health, well-being and lifestyle
2	Creating media – Digital photography	-To use a digital device to take a photograph										- Self-image and identity
2	Creating media – Digital photography	-To make choices when taking a photograph										- Self-image and identity

2	Data and information – Pictograms	-To recognise that we can count and compare objects using tally charts						Maths	- Privacy and security
2	Data and information – Pictograms	-To recognise that objects can be represented as pictures						Maths	- Privacy and security
2	Data and information – Pictograms	-To create a pictogram						Maths	- Privacy and security
2	Data and information – Pictograms	-To select objects by attribute and make comparisons						Maths	- Privacy and security
2	Data and information – Pictograms	-To recognise that people can be described by attributes						Maths	- Privacy and security

2	Data and information – Pictograms	-To explain that we can present information using a computer					Maths	- Privacy and security
2	Creating media - Digital music	-To say how music can make us feel						- Copyright and ownership
2	Creating media - Digital music	-To identify that there are patterns in music						- Copyright and ownership
2	Creating media - Digital music	-To experiment with sound using a computer						- Copyright and ownership

[illegible]

2	Programming B - Programming quizzes	-To create a program using a given design								
2	Programming B - Programming quizzes	-To change a given design								
2	Programming B - Programming quizzes	-To create a program using my own design								
2	Programming B - Programming quizzes	-To decide how my project can be improved								