

Spring term 1	1	2	Creating media – Digital painting	2	-To use the shape tool and the line tools	- I can use the paint tools to draw a picture						Art and Design
	1	2	Creating media – Digital painting	3	-To make careful choices when painting a digital picture	- I can make marks with the square and line tools - I can use the shape and line tools effectively - I can use the shape and line tools to recreate the work of an artist						Art and Design
	1	2	Creating media – Digital painting	4	-To explain why I chose the tools I used	- I can choose appropriate shapes - I can create a picture in the style of an artist - I can make appropriate colour choices						Art and Design
	1	2	Creating media – Digital painting	5	-To use a computer on my own to paint a picture	- I can choose appropriate paint tools and colours to recreate the work of an artist - I can say which tools were helpful and why - I know that different paint tools do different jobs						Art and Design
	1	2	Creating media – Digital painting	6	-To compare painting a picture on a computer and on paper	- I can change the colour and brush sizes - I can make dots of colour on the page - I can use dots of colour to create a picture in the style of an artist on my own						Art and Design
Spring term 2	1	3	Programming A – Moving a robot	1	-To explain what a given command will do	- I can explain that pictures can be made in lots of different ways - I can say whether I prefer painting using a computer or using paper - I can spot the differences between painting on a computer and on paper						English – writing

Summer term 2	1	4	Data and information – Grouping data	3	-To describe objects in different ways	-I can describe an object - I can describe a property of an object - I can find objects with similar properties							- Copyright and ownership
	1	4	Data and information – Grouping data	4	-To count objects with the same properties	-I can count how many objects share a property - I can group objects in more than one way - I can group similar objects							- Copyright and ownership
	1	4	Data and information – Grouping data	5	-To compare groups of objects	-I can choose how to group objects - I can describe groups of objects - I can record how many objects are in a group							- Copyright and ownership
	1	4	Data and information – Grouping data	6	-To answer questions about groups of objects	-I can compare groups of objects - I can decide how to group objects to answer a question - I can record and share what I have found							- Copyright and ownership
	1	5	Creating media – Digital writing	1	-To use a computer to write	-I can identify and find keys on a keyboard - I can open a word processor - I can recognise keys on a keyboard							- Privacy and security
	1	5	Creating media – Digital writing	2	-To add and remove text on a computer	-I can enter text into a computer - I can use backspace to remove text - I can use letter, number, and space keys							- Privacy and security
	1	5	Creating media – Digital writing	3	-To identify that the look of text can be changed on a computer	-I can explain what the keys that I have learnt about already do - I can identify the toolbar and use bold, italic, and underline - I can type capital letters							- Privacy and security
	1	5	Creating media – Digital writing	4	-To make careful choices when changing text	-I can change the font - I can select all of the text by clicking and dragging - I can select a word by double-clicking							- Privacy and security

Spring term 1						changed - I can recognise which photos have been changed							
	2	3	Programming A – Robot algorithms	1	-To describe a series of instructions as a sequence	- I can choose a series of words that can be enacted as a sequence - I can follow instructions given by someone else - I can give clear instructions						Music	
	2	3	Programming A – Robot algorithms	2	-To explain what happens when we change the order of instructions	- I can show the difference in outcomes between two sequences that consist of the same commands - I can use an algorithm to program a sequence on a floor robot - I can use the same instructions to create different algorithms						Music	
	2	3	Programming A – Robot algorithms	3	-To use logical reasoning to predict the outcome of a program	- I can compare my prediction to the program outcome - I can follow a sequence - I can predict the outcome of a sequence							Music
	2	3	Programming A – Robot algorithms	4	-To explain that programming projects can have code and artwork	- I can explain the choices I made for my mat design - I can identify different routes around my mat - I can test my mat to make sure that it is usable							Music
	2	3	Programming A – Robot algorithms	5	-To design an algorithm	- I can create an algorithm to meet my goal - I can explain what my algorithm should achieve - I can use my algorithm to create a program							Music
	2	3	Programming A – Robot algorithms	6	-To create and debug a program that I have written	- I can plan algorithms for different parts of a task - I can put together the different parts of my							Music

Spring term 2						program - I can test and debug each part of the program							
	2	4	Data and information – Pictograms	1	-To recognise that we can count and compare objects using tally charts	-I can compare totals in a tally chart - I can record data in a tally chart - I can represent a tally count as a total							Maths - Privacy and security
	2	4	Data and information – Pictograms	2	-To recognise that objects can be represented as pictures	-I can enter data onto a computer - I can use a computer to view data in a different format - I can use pictograms to answer simple questions about objects							Maths - Privacy and security
	2	4	Data and information – Pictograms	3	-To create a pictogram	-I can explain what the pictogram shows - I can organise data in a tally chart - I can use a tally chart to create a pictogram							Maths - Privacy and security
	2	4	Data and information – Pictograms	4	-To select objects by attribute and make comparisons	-I can answer 'more than'/'less than' and 'most/least' questions about an attribute - I can create a pictogram to arrange objects by an attribute - I can tally objects using a common attribute							Maths - Privacy and security
	2	4	Data and information – Pictograms	5	-To recognise that people can be described by attributes	-I can choose a suitable attribute to compare people - I can collect the data I need - I can create a pictogram and draw conclusions from it							Maths - Privacy and security
	2	4	Data and information – Pictograms	6	-To explain that we can present information using a computer	-I can give simple examples of why information should not be shared - I can share what I have found out using a computer - I can use a computer program to present information in different ways							Maths - Privacy and security

Summer term 1	2	5	Creating media - Digital music	1	-To say how music can make us feel	-I can describe music using adjectives - I can identify simple differences in pieces of music - I can say what I do and don't like about a piece of music					- Copyright and ownership
	2	5	Creating media - Digital music	2	-To identify that there are patterns in music	-I can create a rhythm pattern - I can explain that music is created and played by humans - I can play an instrument following a rhythm pattern					- Copyright and ownership
	2	5	Creating media - Digital music	3	-To experiment with sound using a computer	-I can connect images with sounds - I can relate an idea to a piece of music - I can use a computer to experiment with pitch					- Copyright and ownership
	2	5	Creating media - Digital music	4	-To use a computer to create a musical pattern	-I can explain how my music can be played in different ways - I can identify that music is a sequence of notes - I can refine my musical pattern on a computer					- Copyright and ownership
	2	5	Creating media - Digital music	5	-To create music for a purpose	-I can add a sequence of notes to my rhythm - I can create a rhythm which represents an animal I've chosen - I can create my animal's rhythm on a computer					- Copyright and ownership
	2	5	Creating media - Digital music	6	-To review and refine our computer work	-I can explain how I changed my work - I can listen to music and describe how it makes me feel - I can review my work					- Copyright and ownership
	Summer term 2	2	6	Programming B - Programming quizzes	1	-To explain that a sequence of commands has a start	-I can identify that a program needs to be started - I can identify the start of a sequence - I can show how to run my program				

		2	6	Programming B - Programming quizzes	2	-To explain that a sequence of commands has an outcome	- I can change the outcome of a sequence of commands - I can match two sequences with the same outcome - I can predict the outcome of a sequence of commands						
		2	6	Programming B - Programming quizzes	3	-To create a program using a given design	- I can build the sequences of blocks I need - I can decide which blocks to use to meet the design - I can work out the actions of a sprite in an algorithm						
		2	6	Programming B - Programming quizzes	4	-To change a given design	- I can choose backgrounds for the design - I can choose characters for the design - I can create a program based on the new design						
		2	6	Programming B - Programming quizzes	5	-To create a program using my own design	- I can build sequences of blocks to match my design - I can choose the images for my own design - I can create an algorithm						
		2	6	Programming B - Programming quizzes	6	-To decide how my project can be improved	- I can compare my project to my design - I can debug my program - I can improve my project by adding features						