

Teaching Computing

Y1 and Y2 Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<u>Information Technology around Us</u> Lesson 1 Technology in our classroom Lesson 2 Using Technology Developing mouse skills Lesson 3 Using a computer keyboard	<u>Digital Painting</u> Lesson 1 How can we paint using computers? Lesson 2 Using shapes and lines Lesson 3 Making careful choices	<u>Grouping Data</u> Lesson 1 Label and Match Group and count Lesson 2 Describe an object Making different groups Lesson 3 Comparing Groups	<u>Moving a Robot</u> Lesson 1 Buttons Directions Lesson 2 Forwards and backwards Four Directions Lesson 3 Getting there Routes	<u>Creating Media</u> <u>Digital Writing- All Saints</u> Lesson 1 Exploring the keyboard Lesson 2 Adding and removing text Lesson 3 Exploring the toolbar	<u>Programming animations</u> Lesson 1 Comparing tools Lesson 2 Joining blocks Lesson 3 Make a change Lesson 4 Adding Sprites
Year 2	<u>Information Technology around Us</u> Lesson 2+ 3 IT in school and IT in the world Lesson 4 The benefits of IT Lesson 5 Using IT safely	<u>Digital Photography</u> Lesson 1+2 Taking photographs Landscape or portrait Lesson 3 What makes a good photograph? Lesson 5 +6 How can photographs be changed? Is it Real?	<u>Robot Algorithms</u> Lesson 1+ 2 Giving instructions Same but different Lesson 4 Mats and Routes Lesson 5 Algorithm design	<u>Pictograms</u> Lesson 1 Counting and comparing Lesson 2 Enter the data Lesson 3 Creating pictograms	<u>Creating Media</u> <u>Making Music</u> Lesson 1 +2 How music makes us feel Rhythms and patterns Lesson 4 Notes and tempo Lesson 5 Creating digital music	<u>Programming Quizzes</u> Lesson 1 Scratch Jr Recap Lesson 2 Outcomes Lesson 3+4 Using and changing a design Lesson 5 Designing and creating a program