Computing Curriculum at Emscote Infant School

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