

**I am a programmer**

National Curriculum	Year 1	Year 2
<p><b><i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</i></b></p>	<p>I can follow an instruction</p> <p>Recognise that the order of instructions in an algorithm is important</p> <p>Combine four direction commands to make sequences</p> <p>Control a floor robot</p> <p>Create algorithms for sprites</p>	<p>Recognise the importance of giving clear instructions</p> <p>Use an algorithm to program a sequence on a floor robot</p> <p>Plan algorithms for different parts of a task</p> <p>Identify that a program needs to be started</p>

<b><i>Create and debug simple programs</i></b>	Debug my program  Plan a simple program  Use commands to move a sprite  Use a <b>Start</b> block in a program  Explain that each sprite has its own instructions  Add programming blocks based on my algorithm  Test the programs I have created	Create an algorithm to meet my goal  Test and debug each part of the program  Decide which blocks to use to meet the design  Build the sequences of blocks I need  Create a program based my own design  Compare my project to my design  Debug my program
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<p><b><i>Use logical reasoning to predict the behaviour of simple programs</i></b></p>	<p>Explain what my program should do</p> <p>Predict the outcome of a command on a device</p> <p>Predict the outcome of a sequence involving forwards and backwards commands</p> <p>Predict the outcome of a sequence involving up to four commands</p>	<p>Explain what my algorithm should achieve</p> <p>Predict the outcome of a sequence</p> <p>Compare my prediction to the program outcome</p> <p>Predict the outcome of a sequence of commands</p> <p>Work out the actions of a sprite in an algorithm</p>
<p>I am a computer user</p>		
<p>National Curriculum</p>	<p>Year 1</p>	<p>Year 2</p>
<p><b><i>Recognise common uses of information technology beyond school</i></b></p>	<p>Identify technology</p> <p>Explain technology as something that helps us</p> <p>Identify a computer and its main parts (screen, mouse, keyboard)</p> <p>Use a mouse in different ways</p> <p>Use a keyboard to type on a computer</p> <p>Save and open my work</p>	<p>Recognise the uses and features of information technology</p> <p>Identify that a computer is a part of IT</p> <p>Identify the uses of information technology in the school</p> <p>Talk about uses of information technology beyond school e.g. in a shop</p>

I am a data handler			
National Curriculum		Year 1	Year 2
<b><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</i></b>		Label objects	Recognise that objects can be represented as pictures
		Identify that objects can be counted	Create a pictogram
		Describe properties	Select objects by attribute
		Count and group objects	Explain that we can present information using a computer
I am a media creator			
National Curriculum		Year 1	Year 2
<b><i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</i></b>	TEXT	Use letters, numbers, space and back key	Use cross-curricular opportunities to consolidate previous learning from Year 1
		Type capital letters	
		Use the arrow keys to move the cursor	
		Use bold, italic and underline	
		Change the font style, size and colour	
		Explain why I used the tools that I choose	
	Images	Use the freehand, shape, fill and line tools	Use a digital device to take a photograph
		Change colour and brush styles	Take photos landscape and portrait
		Make careful choices when painting a digital painting	Explore the effect of light on a photo
			Recognise that images can be altered

			Use tools to change an image
	Multimedia		Create rhythm patterns on a computer Experiment with pitch and duration Create a musical pattern using three notes Create music for a purpose Review and refine content