	Autumn 1 Topic: Traditional Tales	Autumn 2 Topic: Lego/Christmas	Spring 1 Topic: Who Lives Here?	Spring 2 Topic: Animal Kingdom	Summer 1 Topic: Space	Summer 2 Topic: The Seaside
Y1 Knowledge Curriculum coverage	**E-Safety** Use technology safely and respectfully, keeping personal information private; identify where to go for help and support and when they have concerns about content or contact on the internet and other online technologies.	**Basic Computer Skills** *Practising basic skills when using technology – keyboard skills as well as saving and retrieving work.*	**Collecting and Organising Photographs** Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**Algorithms** Understand what algorithms are: how they are implemented as programs on digital devices: and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	**Just Paint** Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**Gather Data** Use technology to organise and present my ideas in different ways. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school

	Autumn 1 Topic: Tales With a Twist	Autumn 2 Topic: Castles and Christmas	Spring 1 Topic: Bostin' Birmingham Landmarks	Spring 2 Topic: Bostin' Birmingham Landmarks	Summer 1 Topic: Our Great World	Summer 2 Topic: Our Great World
Y2 Knowledge Curriculum coverage	**E-Safety** Use technology safely and respectfully, keeping personal information private; identify where to go for help and support and when they have concerns about content or contact on the internet and other online technologies.	**Basic Computer Skills** *Practising basic skills when using technology – keyboard skills as well as saving and retrieving work.* **Sequencing Simple Algorithms** Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions Create and debug simple programs	**Creating an Ebook** Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**Collecting, Presenting and Storing Data** Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**Art and Animation** Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**Ways to Present Information** Use technology to create, organise, store, manipulate and retrieve digital content.

		Use logical reasoning to predict the behaviour of simple programs.				

Year 1

Knowledge	Skills	Vocabulary
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support and when they have concerns about content or contact on the internet and other online technologies. Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. Understand what algorithms are: how they are implemented as programs on digital devices: and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	Explaining what an algorithm is and debug one Giving specific instructions to complete a task Explaining what a program is Using a beebot and describing what it might do Writing a route-based program for a beebot Creating a paint file in Jit Saving work as images, drawings or stamps Adding text to a file Save a file, open it, change it and resave it Use the paint tools to change colours Selecting a photograph they have taken or been given, use it on the software and write a sentence about it Editing photos using the camera app Saving photos I have edited Upload photographs to the correct file Creating a tally chart then analyse the data it shows Add data to a digital pictogram from a tally chart Analyse pictograms and bar charts Create a bar chart from tally charts and pictograms Understand how the y and x axis and how it relates to the data Understanding the importance of a sequence when giving instructions Using logical thinking to predict and evaluate the outcome of a screen based turtle Create a simple program for a screen based turtle Debug a simple program Knowing there is more than one way to solve a problem some more efficient than others	**Just Paint** My Files Online Software Paint Program Stamps Technology Text Write Program **Algorithms** Algorithm Debug Encode Physical Device Program Route Based Program **Collect Photographs** Drawing App Online Art Gallery Photo Editing **Gathering Data** Analyse Chart Pictogram Tally Table X Axis Y Axis

Year 2		
Knowledge	**Skills**	**Vocabulary**
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support and when they have concerns about content or contact on the internet and other online technologies. Use technology to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. Understand what algorithms are: how they are implemented as programs on digital devices: and that programs execute by following precise and unambiguous instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs.	Accessing images saved in specific folders Add pictures to files and then additional text Edit text in different ways Creating pictures to save and use later Retrieve work, editing then saving again Making simple animations Creating a simple and complex ebook that you can retrieve, edit and save again. Knowing that many frames together can create an animation. Using the textures and colour wheel to add extra detail to digital pictures Using the onion skin effect to add movement to an animation Knowing the different ways you can use Jit animate Creating questions with multiple choice answers Design a data collection sheet Interpret data Using a branching database to organise data Follow and give a sequence of commands to complete a specific task Predict the movement of a sprite before trying it out Debugging a route based program to correct any mistakes Predicting a final outcome of a program Using given code to scaffold and make their own Evaluate their own algorithms thinking about its effectiveness Use logical thinking to reverse a program	Animation Animation Software Branching/Binary Database Data Collection File Type Frames Multiple Choice Onion Skin Presentation Software Reverse Sequence Survey Graph **Ways to Present Information** Animate Online Images