Oakfield Primary School Medium Term Plan – Computing - Autumn

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To know I can play with technological toys with knobs or pulleys and real objects such as touchscreen devices, by pressing parts and lifting flaps to achieve effects such as sound, movements or new images.	To know how to identify technology	To recognise the uses and features of information technology	To explain how digital devices function	To know how to describe how networks physically connect to other networks	To understand and explain that computers can be connected together to form systems	To know how to identify how to use a search engine
	To know how to identify a computer and its main parts	To identify information technology in the home	To identify input and output devices	To know how to recognise how networked devices make up the internet	To understand and recognise the role of computer systems in our lives	To know how to describe how search engines select results
	To know how to use a mouse in different ways	To identify information technology beyond school	To recognise how digital devices can change the way we work	To know how to outline how websites can be shared via the World Wide Web	To understand and recognise how information is transferred over the internet	To know how to explain how search results are ranked
	To know how to use a keyboard to type	To explain how information technology benefits us	To explain how a computer network can be used to share information	To know how to describe how content can be added and accessed on the World Wide Web	To know how to explain how sharing information online lets people in different places work together	To understand and recognise why the order of results is important, and to whom
To know how to interact with age appropriate computer software, e.g. play a simple game.	To know how to use the keyboard to edit text	To show how to use information technology safely	To explore how digital devices can be connected	To know how to recognise how the content of the WWW is created by people	To know how to contribute to a shared project online	To understand and recognise how we communicate using technology
	To know how to create rules for using	To recognise that choices are made when using information technology	To recognise the physical components of a network	To know how to evaluate the consequences of	To know how to evaluate different ways of working together	To evaluate different methods of online communication

				unreliable content	online	
	To know how to describe what different freehand tools do	To understand which devices can be used to take photographs	To know how to explain that animation is a sequence of drawings or photographs	To know how to identify that sound can be digitally recorded	To know how to identify that drawing tools can be used to produce different outcomes	To know how to use a computer to create and manipulate three-dimensional (3D) digital objects
	To know how to use the shape tool and the line tools	To know how to use a digital device to take a photograph	To know how to relate animated movement with a sequence of images	To know how to use a digital device to record sound	To know how to create a vector drawing by combining shapes	To know how to compare working digitally with 2D and 3D graphics
	To know how to make careful choices when painting a digital picture	To understand and describe what makes a good photograph	To know how to plan an animation	To know how to explain that a digital recording is stored as a file	To know how to use tools to achieve a desired effect	To know how to construct a digital 3D model of a physical object
	To know how to explain why I chose the tools I used	To understand and decide how photographs can be improved	To know how to identify the need to work consistently and carefully	To know how to explain that audio can be changed through editing	To understand and recognise that vector drawings consist of layers	To know how to identify that physical objects can be broken down into a collection of 3D shapes
	To know how to use a computer on my own to paint a picture	To know how to use tools to change an image	To know how to review and improve an animation	To know how to show that different types of audio can be combined and played together	To know how to group objects to make them easier to work with	To know how to design a digital model by combining 3D objects

	To know how to compare painting a picture on a computer and on paper	To understand and recognise that images can be changed	To know how to evaluate the impact of adding other media to an animation	To evaluate editing choices made	To evaluate my vector drawing	To know how to develop and improve a digital 3D model