



Oakfield Primary School Medium Term Plan - Computing - Spring

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To know how to operate mechanical toys, e.g. turn the knob on a wind-up toy or pull back on a friction car.	To know how to use a computer to write	To know how to say how music can make us feel	To know how to recognise how text and images convey information	To know how to explain that digital images can be changed	To know how to recognise video as moving pictures, which can include audio	To know how to review an existing website and consider its structure
	To know how to add and remove text on a computer	To know how to identify that there are patterns in music	To know how to recognise that text and layout can be edited	To know how to change the composition of an image	To know how to identify digital devices that can record video	To know how to plan the features of a web page
To know how to operate some simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support.	To understand that the look of text can be changed on a computer	To understand how music can be used in different ways	To know how to choose appropriate page settings	To know how to describe how images can be changed for different uses	To know how to capture video using a digital device	To know how to consider the ownership and use of images (copyright)
	To understand how to make careful choices when changing text	To know how music is made from a series of notes	To know how to add content to a desktop publishing publication	To know how to make good choices when selecting different tools	To know how to recognise the features of an effective video	To know how to recognise the need to preview pages
	To know how to explain why I used the tools that I chose	To know how to create music for a purpose	To know how to consider how different layouts can suit different purposes	To know how to recognise that not all images are real	To know how to identify that video can be improved through reshooting and editing	To know how to outline the need for a navigation path
To know how to access and interact with a range of age appropriate technology e.g. CD player, codeapillar.	To know how to compare writing on a computer with writing on paper	To know how to review and refine our computer work	To know how to consider the benefits of desktop publishing	To know how to evaluate how changes can improve an image	To know how to consider the impact of the choices made when making and sharing a video	To know how to recognise the implications of linking to content owned by other people
	To know how to label objects using a computer	To know how to recognise that we can count and compare objects using tally chart	To know how to create questions with yes/no answers	To know how to explain that data gathered over time can be used to answer questions	To know how to use a form to record information	To know how to identify questions which can be answered using data
	To understand that objects can be counted	To know how to recognise that objects can be represented as pictures	To know how to identify the object attributes needed to collect relevant data	To know how to use a digital device to collect data automatically	To know how to compare paper and computer-based databases	To know how to explain that objects can be described using data
	To know how to describe objects in different ways	To know how to create a pictogram	To create a branching database	To know how to explain that a data logger collects 'data points' from sensors over time	To know how to outline how grouping and then sorting data allows us to answer questions	To know how to explain that formulas can be used to produce calculated data
	To know how to count objects with the same properties	To know how to select objects by attribute and make comparisons	To explain why it is helpful for a database to be well structured	To know how to use data collected over a long duration to find information	To know how to explain that tools can be used to select specific data	To know how to apply formulas to data, including duplicating
	To know how to	To know how to recognise that	To identify objects using a	To know how to identify	To know how to explain that	To know how to create a



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	compare groups of objects	people can be described by attributes	branching database	the data needed to answer questions	computer programs can be used to compare data visually	spreadsheet to plan an event
	To know how to answer questions about groups of objects	To know how to explain that we can present information using a computer	To compare the information shown in a pictogram with a branching database	To know how to use collected data to answer questions	To know how to apply my knowledge of a database to ask and answer real-world questions	To know how to choose suitable ways to present data