



Oakfield Primary School Computing Summer Term Plan

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I know that information can be retrieved from digital devices and the internet.	To know how to explain what a given command will do	To know how to describe a series of instructions as a sequence	To know how to explore a new programming environment	To know how to identify that accuracy in programming is important	To know how to control a simple circuit connected to a computer	To know how to define a 'variable' as something that is changeable
I know how to access and interact with a range of age appropriate technology e.g. CD player, codeapillar.	To know how to act out a given word	To know how to explain what happens when we change the order of instructions	To know how to identify that commands have an outcome	To know how to create a program in a text-based language	To know how to write a program that includes count-controlled loops	To know how to explain why a variable is used in a program
	To know how to combine forwards and backwards commands to make a sequence	To know how to use logical reasoning to predict the outcome of a program (series of commands)	To know how to explain that a program has a start	To know how to explain what 'repeat' means	To know how to explain that a loop can stop when a condition is met, eg number of times	To know how to choose how to improve a game by using variables
	To know how to combine four direction commands to make sequences	To know how to explain that programming projects can have code and artwork	To know how to recognise that a sequence of commands can have an order	To know how to modify a count-controlled loop to produce a given outcome	To know how to conclude that a loop can be used to repeatedly check whether a condition has been met	To know how to design a project that builds on a given example
	To know how to plan a simple program	To know how to design an algorithm	To know how to change the appearance of my project	To know how to decompose a program into parts	To know how to design a physical project that includes selection	To know how to use my design to create a project
	To know how to find more than one solution to a problem	To know how to create and debug a program that I have written	To know how to create a project from a task description	To know how to create a program that uses count-controlled loops to produce a given outcome	To know how to create a controllable system that includes selection	To know how to evaluate my project



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	To know how to choose a command for a given purpose	To know how to explain that a sequence of commands has a start	To know how to explain how a sprite moves in an existing project	To understand how to use loops to create shapes	To know how to explain how selection is used in computer programs	To know how to create a program to run on a controllable device
	To know how to show that a series of commands can be joined together	To know how to explain that a sequence of commands has an outcome	To know how to create a program to move a sprite in four directions	To understand that in programming there are infinite loops and count-controlled loops	To know how to relate that a conditional statement connects a condition to an outcome	To know how to explain that selection can control the flow of a program
	To know how to identify the effect of changing a value	To know how to create a program using a given design	To know how to adapt a program to a new context	To know how to develop a design that includes two or more loops which run at the same time	To know how to explain how selection directs the flow of a program	To know how to update a variable with a user input
	To know how to explain that each sprite has its own instructions	To know how to change a given design	To know how to develop my program by adding features	To know how to modify an infinite loop in a given program	To know how to design a program which uses selection	To know how to use an conditional statement to compare a variable to a value
	To know how to design the parts of a project	To know how to create a program using my own design	To know how to identify and fix bugs in a program	To know how to design a project that includes repetition	To create a program which uses selection	To design a project that uses inputs and outputs on a controllable device
	To know how to use my algorithm to create a program	To know how to decide how my project can be improved	To know how to design and create a maze-based challenge	To know how to create a project that includes repetition	To know how to evaluate my program	To know how to develop a program to use inputs and outputs on a controllable device