Computing Objectives
Cycle B (2025 - 2026)

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 / 2 Cycle B	**Computing Systems and Networks** **IT around us** • I can recognise the uses and features of information technology • I can identify the uses of information technology in the school • I can identify information technology beyond school • I can explain how information technology helps us • I can explain how to use information technology safely • I can create rules for using technology responsibly	**Creating Media** **Digital Photography** • I can use a digital device to take a photograph • I can make choices when taking a photograph • I describe what makes a good photograph • I can decide how photographs can be improved • I can use tools to change an image • I can recognise that photos can be changed	**Programming A** **Robot Algorithms** • I can describe a series of instructions as a sequence • I can explain what happens when we change the order of instructions • I can use logical reasoning to predict the outcome of a program • I can explain that programming projects can have code and artwork • I can design an algorithm • I can create and debug a program that I have written	**Data and Information** **Pictograms** • I can recognise that we can count and compare objects using tally charts • I can identify that objects can be counted • I can describe objects in different ways • I can count objects with the same properties • I can compare groups of objects • I can answer questions about groups of objects	**Creating Media** **Digital music** • I can use a computer to write • I can recognise that objects can be represented as pictures • I can create a pictogram • I can select objects by attribute and make comparisons • I can recognise that people can be described by attributes • I can explain that we can present information using a computer	**Programming B** **Programming quizzes** • I can explain that a sequence of commands has a start • I can explain that a sequence of commands has an outcome • I can create a program using a given design • I can change a given design • I can create a program using my own design • I can decide how my project can be improved

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Year 3 / 4 Cycle B	**Computing Systems and Networks** **The Internet** • I can describe how networks physically connect to other networks • I can recognise how networked devices make up the internet • I can outline how websites can be shared via the World Wide Web (WWW) • I can describe how content can be added and accessed on the World Wide Web (WWW) • I can recognise how the content of the WWW is created by people • I can evaluate the consequences of unreliable content	**Creating Media** **Audio Production** • I can identify that sound can be recorded • I can explain that audio recordings can be edited • I can recognise the different parts of creating a podcast project • I can apply audio editing skills independently • I can combine audio to enhance my podcast project • I can evaluate the effective use of audio	**Programming A** **Repetition in Shapes** • I can identify that accuracy in programming is important • I can create a program in a text-based language • I can explain what 'repeat' means • I can modify a count-controlled loop to produce a given outcome • I can decompose a task into small steps • I can create a program that uses count-controlled loops to produce a given outcome	**Data and Information** **Data Logging** • I can explain that data gathered over time can be used to answer questions create questions with yes/no answers • I can use a digital device to collect data automatically • I can explain that a data logger collects 'data points' from sensors over time • I can recognise how a computer can help us analyse data • I can identify the data needed to answer questions • I can use data from sensors to answer questions	**Creating Media** **Photo Editing** • I can explain that the composition of digital images can be changed • I can explain that colours can be changed in digital images • I can explain how cloning can be used in photo editing • I can explain that images can be combined • I can combine images for a purpose • I can evaluate how changes can improve an image	**Programming B** **Repetition in Games** • I can develop the use of count-controlled loops in a different programming environment • I can explain that in programming there are infinite loops and count-controlled loops • I can develop a design that includes two or more loops which run at the same time • I can modify an infinite loop in a given program • I can design a project that includes repetition • I can create a project that includes repetition

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Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5 Cycle B	**Computing Systems and Networks** **Systems and Searching** • I can explain that computers can be connected together to form systems • I can recognise the role of computer systems in our lives • I can identify how to use a search engine • I can describe how search engines select results • I can explain how search results are ranked • I can recognise why the order of results is important, and to whom	**Creating Media** **Video Production** • I can explain what makes a video effective • I can use a digital device to record video • I can capture video using a range of techniques • I can create a storyboard • I can identify that video can be improved through reshooting and editing • I can consider the impact of the choices made when making and sharing a video	**Programming A** **Selection in physical Computing** • I can control a simple circuit connected to a computer • I can write a program that includes count-controlled loops • I can explain that a loop can stop when a condition is met • I can explain that a loop can be used to repeatedly check whether a condition has been met • I can design a physical project that includes selection • I can create a program that controls a physical computing project	**Data and Information** **Flat File Databases** • I can use a form to record information • I can compare paper and computer-based databases • I can outline how you can answer questions by grouping and then sorting data • I can explain that tools can be used to select specific data • I can explain that computer programs can be used to compare data visually • I can use a real-world database to answer questions	**Creating Media** **Introduction to Vector Graphics** • I can identify that drawing tools can be used to produce different outcomes • I can create a vector drawing by combining shapes • I can use tools to achieve a desired effect • I can recognise that vector drawings consist of layers • I can group objects to make them easier to work with • I can apply what I have learned about vector drawings	**Programming B** **Selection in quizzes** • I can explain how selection is used in computer programs • I can relate that a conditional statement connects a condition to an outcome • I can explain how selection directs the flow of a program • I can design a program that uses selection • I can create a program that uses selection • I can evaluate my program

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Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6 **Cycle B**	**Computing Systems and Networks** **Communication and collaboration** • I can explain the importance of internet addresses • I can recognise how data is transferred across the internet • I can explain how sharing information online can help people to work together • I can evaluate different ways of working together online • I can recognise how we communicate using technology • I can evaluate different methods of online communication	**Creating Media** **Web page creation** • I can review an existing website and consider its structure • I can plan the features of a web page • I can consider the ownership and use of images (copyright) • I can recognise the need to preview pages • I can outline the need for a navigation path • I can recognise the implications of linking to content owned by other people	**Programming A** **Variables in games** • I can define a 'variable' as something that is changeable • I can explain why a variable is used in a program • I can choose how to improve a game by using variables • I can design a project that builds on a given example • I can use my design to create a project • I can evaluate my project	**Data and Information** **Spreadsheets** • I can create a data set in a spreadsheet • I can build a data set in a spreadsheet • I can explain that formulas can be used to produce calculated data • I can apply formulas to data • I can create a spreadsheet to plan an event • I can choose suitable ways to present data	**Creating Media** **3d modelling** • I can recognise that you can work in three dimensions on a computer • I can identify that digital 3D objects can be modified • I can recognise that objects can be combined in a 3D model • I can create a 3D model for a given purpose • I can plan my own 3D model • I can create my own digital 3D model	**Programming B** **Sensing movement** • I can create a program to run on a controllable device • I can explain that selection can control the flow of a program • I can update a variable with a user input • I can use an conditional statement to compare a variable to a value • I can design a project that uses inputs and outputs on a controllable device • I can develop a program to use inputs and outputs on a controllable device