

Two Year Scheme of Work Coverage of **Computing** for Key Stage One

Learning Objectives	Milestone One Key Stage One	Cycle One	Cycle Two
To code Motion	• Control motion by specifying the number of steps to travel, direction and turn.	Autumn	
To code - Looks	• Add text strings, show and hide objects and change the features of an object.		Autumn
To code - Sound	• Select sounds and control when they are heard, their duration and volume.		Spring
To code - Draw	• Control when drawings appear and set the pen colour, size and shape.	Autumn	
To code - Events	• Specify user inputs (such as clicks) to control events.		Summer
To code - Control	• Specify the nature of events (such as a single event or a loop).	Summer	
To code - Sensing	• Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).		Summer
To connect	• Participate in class social media accounts. • Understand online risks and the age rules for sites.	Summer Summer	
To communicate	• Use a range of applications and devices in order to communicate ideas, work and messages.	Autumn	
To collect	• Use simple databases to record information in areas across the curriculum.	Summer	