Petersfield Infant School **Computing** Long term map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	**Data and information: Grouping data** Exploring object labels, then using them to sort and group objects by properties.	**Computing systems and networks: Technology around us** Recognising technology in school and using it responsibly.	**Creating media: Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Programming A: Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Creating media: Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Programming B: Programming animations** Designing and programming the movement of a character on screen to tell stories.
Year 2	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Creating media: Digital photography** Capturing and changing digital photographs for different purposes.	**Programming A: Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Data and information: Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Programming B: Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**Creating media: Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.

Based on the 'Teach Computing' planning (National Centre for Computing Education): https://teachcomputing.org/