

Year Group	Suggested Order	Unit Name	Lesson	Learning Objectives	Cross Curricular Links	Education for a Connected World
2	1	Computing systems and networks – IT around us	1	To recognise the uses and features of information technology		- Health, well-being and lifestyle
2	1	Computing systems and networks – IT around us	2	To identify the uses of information technology in the school		- Health, well-being and lifestyle
2	1	Computing systems and networks – IT around us	3	To identify information technology beyond school		- Health, well-being and lifestyle
2	1	Computing systems and networks – IT around us	4	To explain how information technology helps us		- Health, well-being and lifestyle
2	1	Computing systems and networks – IT around us	5	To explain how to use information technology safely		- Health, well-being and lifestyle
2	1	Computing systems and networks – IT around us	6	To recognise that choices are made when using information technology		- Health, well-being and lifestyle
2	2	Creating media – Digital photography	1	To use a digital device to take a photograph	Art and design	- Self-image and identity
2	2	Creating media – Digital photography	2	To make choices when taking a photograph	Art and design	- Self-image and identity
2	2	Creating media – Digital photography	3	To describe what makes a good photograph	Art and design	- Self-image and identity
2	2	Creating media – Digital photography	4	To decide how photographs can be improved	Art and design	- Self-image and identity
2	2	Creating media – Digital photography	5	To use tools to change an image	Art and design	- Self-image and identity
2	2	Creating media – Digital photography	6	To recognise that photos can be changed	Art and design	- Self-image and identity
2	5	Creating media – Making music	1	To say how music can make us feel	Music	
2	5	Creating media – Making music	2	To identify that there are patterns in music	Music	
2	5	Creating media – Making music	3	To show how music is made from a series of notes	Music	
2	5	Creating media – Making music	4	To show how music is made from a series of notes	Music	
2	5	Creating media – Making music	5	To create music for a purpose	Music	
2	5	Creating media – Making music	6	To review and refine our computer work	Music	
2	4	Data and information – Pictograms	1	To recognise that we can count and compare objects using tally charts	Maths	- Privacy and security
2	4	Data and information – Pictograms	2	To recognise that objects can be represented as pictures	Maths	- Privacy and security
2	4	Data and information – Pictograms	3	To create a pictogram	Maths	- Privacy and security
2	4	Data and information – Pictograms	4	To select objects by attribute and make comparisons	Maths	- Privacy and security
2	4	Data and information – Pictograms	5	To recognise that people can be described by attributes	Maths	- Privacy and security

2	4	Data and information – Pictograms	6	To explain that we can present information using a computer	Maths	- Privacy and security
2	3	Programming A – Robot algorithms	1	To describe a series of instructions as a sequence		- Copyright and ownership
2	3	Programming A – Robot algorithms	2	To explain what happens when we change the order of instructions		- Copyright and ownership
2	3	Programming A – Robot algorithms	3	To use logical reasoning to predict the outcome of a program (series of commands)		- Copyright and ownership
2	3	Programming A – Robot algorithms	4	To explain that programming projects can have code and artwork		- Copyright and ownership
2	3	Programming A – Robot algorithms	5	To design an algorithm		- Copyright and ownership
2	3	Programming A – Robot algorithms	6	To create and debug a program that I have written		- Copyright and ownership
2	6	Programming B – An introduction to quizzes	1	To explain that a sequence of commands has a start		
2	6	Programming B – An introduction to quizzes	2	To explain that a sequence of commands has an outcome		
2	6	Programming B – An introduction to quizzes	3	To create a program using a given design		
2	6	Programming B – An introduction to quizzes	4	To change a given design		
2	6	Programming B – An introduction to quizzes	5	To create a program using my own design		
2	6	Programming B – An introduction to quizzes	6	To decide how my project can be improved		