

Unit summaries

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