

## Unit summaries

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