

Computing WALTs overview

Year 1					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Computing Systems and Networks</p> <p>WALT: identify technology</p> <p>WALT: identify a computer and its main parts</p> <p>WALT: use a mouse in different ways</p> <p>WALT: use a keyboard to type on a computer</p> <p>WALT: use the keyboard to edit text</p> <p>WALT: create rules for using technology responsibly</p>	<p>Creating Media</p> <p>WALT: describe what different freehand tools do</p> <p>WALT: use the shape tool and the line tools</p> <p>WALT: make careful choices when painting a digital picture</p> <p>WALT: explain why I chose the tools I used</p> <p>WALT: use a computer on my own to paint a picture</p> <p>WALT: compare painting a picture on a computer and on paper</p>	<p>Programming A</p> <p>WALT: explain what a given command will do</p> <p>WALT: act out a given word</p> <p>WALT: combine 'forwards' and 'backwards' commands to make a sequence</p> <p>WALT: combine four direction commands to make sequences</p> <p>WALT: plan a simple program</p> <p>WALT: find more than one solution to a problem</p>	<p>Data and Information</p> <p>WALT: label objects</p> <p>WALT: identify that objects can be counted</p> <p>WALT: describe objects in different ways</p> <p>WALT: count objects with the same properties</p> <p>WALT: compare groups of objects</p> <p>WALT: answer questions about groups of objects</p>	<p>Creative Media</p> <p>WALT: use a computer to write</p> <p>WALT: add and remove text on a computer</p> <p>WALT: identify that the look of text can be changed on a computer</p> <p>WALT: make careful choices when changing text</p> <p>WALT: explain why I used the tools that I chose</p> <p>WALT: compare typing on a computer to writing on paper</p>	<p>Programming B</p> <p>WALT: choose a command for a given purpose</p> <p>WALT: choose a command for a given purpose</p> <p>WALT: identify the effect of changing a value</p> <p>WALT: explain that each sprite has its own instructions</p> <p>WALT: design the parts of a project</p> <p>WALT: use my algorithm to create a program</p>

Year 2

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Computing Systems and Networks</p> <p>WALT: recognise the uses and features of information technology</p> <p>WALT: identify the uses of information technology in the school</p> <p>WALT: identify information technology beyond school</p> <p>WALT: explain how information technology helps us</p> <p>WALT: explain how to use information technology safely</p> <p>WALT: recognise that choices are made when using information technology</p>	<p>Programming A</p> <p>WALT: describe a series of instructions as a sequence</p> <p>WALT: explain what happens when we change the order of instructions</p> <p>WALT: use logical reasoning to predict the outcome of a program</p> <p>WALT: explain that programming projects can have code and artwork</p> <p>WALT: design an algorithm</p> <p>WALT: create and debug a program that I have written</p>	<p>Creating Media</p> <p>WALT: use a digital device to take a photograph</p> <p>WALT: make choices when taking a photograph</p> <p>WALT: describe what makes a good photograph</p> <p>WALT: decide how photographs can be improved</p> <p>WALT: use tools to change an image</p> <p>WALT: recognise that photos can be changed</p>	<p>Data and Information</p> <p>WALT: recognise that we can count and compare objects using tally charts</p> <p>WALT: recognise that objects can be represented as pictures</p> <p>WALT: create a pictogram</p> <p>WALT: select objects by attribute and make comparisons</p> <p>WALT: recognise that people can be described by attributes</p> <p>WALT: explain that we can present information using a computer</p>	<p>Creating Media</p> <p>WALT: say how music can make us feel</p> <p>WALT: identify that there are patterns in music</p> <p>WALT: experiment with sound using a computer</p> <p>WALT: use a computer to create a musical pattern</p> <p>WALT: create music for a purpose</p> <p>WALT: review and refine our computer work</p>	<p>Programming B</p> <p>WALT: explain that a sequence of commands has a start</p> <p>WALT: explain that a sequence of commands has an outcome</p> <p>WALT: create a program using a given design</p> <p>WALT: change a given design</p> <p>WALT: create a program using my own design</p> <p>WALT: decide how my project can be improved</p>

Year 3

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Computing Systems and Networks</p> <p>WALT: explain how digital devices function</p> <p>WALT: identify input and output devices</p> <p>WALT: recognise how digital devices can change the way that we work</p> <p>WALT: explain how a computer network can be used to share information</p> <p>WALT: explore how digital devices can be connected</p> <p>WALT: recognise the physical components of a network</p>	<p>Creating Media</p> <p>WALT: explain that animation is a sequence of drawings or photographs</p> <p>WALT: relate animated movement with a sequence of images</p> <p>WALT: plan an animation</p> <p>WALT: identify the need to work consistently and carefully</p> <p>WALT: review and improve an animation</p> <p>WALT: evaluate the impact of adding other media to an animation</p>	<p>Programming A</p> <p>WALT: explore a new programming environment</p> <p>WALT: identify that commands have an outcome</p> <p>WALT: explain that a program has a start</p> <p>WALT: recognise that a sequence of commands can have an order</p> <p>WALT: change the appearance of my project</p> <p>WALT: create a project from a task description</p>	<p>Data and Information</p> <p>WALT: create questions with yes/no answers</p> <p>WALT: identify the attributes needed to collect data about an object</p> <p>WALT: create a branching database</p> <p>WALT: explain why it is helpful for a database to be well structured</p> <p>WALT: plan the structure of a branching database</p> <p>WALT: independently create an identification tool</p>	<p>Creating Media</p> <p>WALT: recognise how text and images convey information</p> <p>WALT: recognise that text and layout can be edited</p> <p>WALT: choose appropriate page settings</p> <p>WALT: add content to a desktop publishing publication</p> <p>WALT: consider how different layouts can suit different purposes</p> <p>WALT: consider the benefits of desktop publishing</p>	<p>Programming B</p> <p>WALT: explain how a sprite moves in an existing project</p> <p>WALT: create a program to move a sprite in four directions</p> <p>WALT: adapt a program to a new context</p> <p>WALT: develop my program by adding features</p> <p>WALT: identify and fix bugs in a program</p> <p>WALT: design and create a maze-based challenge</p>

Year 4

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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<p>Computing Systems and Networks</p> <p>WALT: describe how networks physically connect to other networks</p> <p>WALT: recognise how networked devices make up the internet</p> <p>WALT: outline how websites can be shared via the World Wide Web</p> <p>WALT: describe how content can be added and accessed on the World Wide Web</p> <p>WALT: recognise how the content of the WWW is created by people</p> <p>WALT: evaluate the consequences of unreliable content</p>	<p>Data and Information</p> <p>WALT: explain that data gathered over time can be used to answer questions</p> <p>WALT: use a digital device to collect data automatically</p> <p>WALT: explain that a data logger collects 'data points' from sensors over time</p> <p>WALT: recognise how a computer can help us analyse data</p> <p>WALT: identify the data needed to answer questions</p> <p>WALT: use data from sensors to answer questions</p>	<p>Creating Media</p> <p>WALT: identify that sound can be recorded</p> <p>WALT: explain that audio recordings can be edited</p> <p>WALT: recognise the different parts of creating a podcast project</p> <p>WALT: apply audio editing skills independently</p> <p>WALT: combine audio to enhance my podcast project</p> <p>WALT: evaluate the effective use of audio</p>	<p>Programming A</p> <p>WALT: identify that accuracy in programming is important</p> <p>WALT: create a program in a text-based language</p> <p>WALT: explain what 'repeat' means</p> <p>WALT: modify a count-controlled loop to produce a given outcome</p> <p>WALT: decompose a task into small steps</p> <p>WALT: create a program that uses count-controlled loops to produce a given outcome</p>	<p>Creating Media</p> <p>WALT: explain that the composition of digital images can be changed</p> <p>WALT: explain that colours can be changed in digital images</p> <p>WALT: explain how cloning can be used in photo editing</p> <p>WALT: explain that images can be combined</p> <p>WALT: combine images for a purpose</p> <p>WALT: evaluate how changes can improve an image</p>	<p>Programming B</p> <p>WALT: develop the use of count-controlled loops in a different programming environment</p> <p>WALT: explain that in programming there are infinite loops and count-controlled loops</p> <p>WALT: develop a design that includes two or more loops which run at the same time</p> <p>WALT: modify an infinite loop in a given program</p> <p>WALT: design a project that includes repetition</p> <p>WALT: create a project that includes repetition</p>
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Year 5					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Computing Systems and Networks</p> <p>WALT: explain that computers can be connected together to form systems</p> <p>WALT: recognise the role of computer systems in our lives</p> <p>WALT: identify how to use a search engine</p> <p>WALT: describe how search engines select results</p> <p>WALT: explain how search results are ranked</p> <p>WALT: recognise why the order of results is important, and to whom</p>	<p>Creating Media</p> <p>WALT: explain what makes a video effective</p> <p>WALT: use a digital device to record video</p> <p>WALT: capture video using a range of techniques</p> <p>WALT: create a storyboard</p> <p>WALT: identify that video can be improved through reshooting and editing</p> <p>WALT: consider the impact of the choices made when making and sharing a video</p>	<p>Programming A</p> <p>WALT: control a simple circuit connected to a computer</p> <p>WALT: write a program that includes count-controlled loops</p> <p>WALT: explain that a loop can stop when a condition is met</p> <p>WALT: explain that a loop can be used to repeatedly check whether a condition has been met</p> <p>WALT: design a physical project that includes selection</p> <p>WALT: create a program that controls a physical computing project</p>	<p>Data and Information</p> <p>WALT: use a form to record information</p> <p>WALT: compare paper and computer-based databases</p> <p>WALT: outline how you can answer questions by grouping and then sorting data</p> <p>WALT: explain that tools can be used to select specific data</p> <p>WALT: explain that computer programs can be used to compare data visually</p> <p>WALT: use a real-world database to answer questions</p>	<p>Creating Media</p> <p>WALT: identify that drawing tools can be used to produce different outcomes</p> <p>WALT: create a vector drawing by combining shapes</p> <p>WALT: use tools to achieve a desired effect</p> <p>WALT: recognise that vector drawings consist of layers</p> <p>WALT: group objects to make them easier to work with</p> <p>WALT: apply what I have learned about vector drawings</p>	<p>Programming B</p> <p>WALT: explain how selection is used in computer programs</p> <p>WALT: relate that a conditional statement connects a condition to an outcome</p> <p>WALT: explain how selection directs the flow of a program</p> <p>WALT: design a program that uses selection</p> <p>WALT: create a program that uses selection</p> <p>WALT: evaluate my program</p>

Year 6					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2

<p>Computing Systems and Networks</p> <p>WALT: explain the importance of internet addresses</p> <p>WALT: recognise how data is transferred across the internet</p> <p>WALT: explain how sharing information online can help people to work together</p> <p>WALT: evaluate different ways of working together online</p> <p>WALT: recognise how we communicate using technology</p> <p>WALT: evaluate different methods of online communication</p>	<p>Creating Media</p> <p>WALT: review an existing website and consider its structure</p> <p>WALT: plan the features of a web page</p> <p>WALT: consider the ownership and use of images (copyright)</p> <p>WALT: recognise the need to preview pages</p> <p>WALT: outline the need for a navigation path</p> <p>WALT: recognise the implications of linking to content owned by other people</p>	<p>Programming A</p> <p>WALT: define a 'variable' as something that is changeable</p> <p>WALT: explain why a variable is used in a program</p> <p>WALT: choose how to improve a game by using variables</p> <p>WALT: design a project that builds on a given example</p> <p>WALT: use my design to create a project</p> <p>WALT: evaluate my project</p>	<p>Data and Information</p> <p>WALT: create a data set in a spreadsheet</p> <p>WALT: build a data set in a spreadsheet</p> <p>WALT: explain that formulas can be used to produce calculated data</p> <p>WALT: apply formulas to data</p> <p>WALT: create a spreadsheet to plan an event</p> <p>WALT: choose suitable ways to present data</p>	<p>Creating Media</p> <p>WALT: recognise that you can work in three dimensions on a computer</p> <p>WALT: identify that digital 3D objects can be modified</p> <p>WALT: recognise that objects can be combined in a 3D model</p> <p>WALT: create a 3D model for a given purpose</p> <p>WALT: plan my own 3D model</p> <p>WALT: create my own digital 3D model</p>	<p>Programming B</p> <p>WALT: create a program to run on a controllable device</p> <p>WALT: explain that selection can control the flow of a program</p> <p>WALT: update a variable with a user input</p> <p>WALT: use a conditional statement to compare a variable to a value</p> <p>WALT: design a project that uses inputs and outputs on a controllable device</p> <p>WALT: develop a program to use inputs and outputs on a controllable device</p>
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