



Our Lady's R.C. Primary School Computing

Topic	Information Technology around us	Digital Photography	Robot Algorithms
Objectives	To recognise the uses and features of information technology To identify information technology in the home To identify information technology beyond school To explain how information technology benefits us To show how to use information technology safely To recognise that choices are made when using information technology	To know what devices can be used to take photographs To use a digital device to take a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that images can be changed	To describe a series of instructions as a sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written
Vocabulary	Information technology Information technology (IT), computer, barcode, scanner/scan	Device, camera, photograph, capture, image, digital Landscape, portrait, horizontal, vertical, field of view, narrow, wide, format Framing, focal point, subject matter, field of view, format, compose Natural lighting, artificial lighting, flash, focus, background, foreground Editing, tools, colour, filter, images, PixIr, framing, lighting, focus, filter, changed, real	Sequence, order, algorithm, commands, prediction, program Artwork, design, route, mat Algorithm, Debugging





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Topic	Pictograms	Making Music	An Introduction to Quizzes
Objectives	To recognise that we can count and compare	To say how music can make us feel	To explain that a sequence of commands has a
	objects using tally charts	To identify that there are patterns in music	start
	To recognise that objects can be represented as	To describe how music can be used in different	To explain that a sequence of commands has an
	pictures	ways	outcome
	To create a pictogram	To show how music is made from a series of	To create a program using a given design
	To select objects by attribute and make	notes	To change a given design
	comparisons	To create music for a purpose	To create a program using my own design
	To recognise that people can be described by	To review and refine our computer work	To decide how my project can be improved
	attributes		
	To explain that we can present information		
	using a computer		
Vocabulary	More than, less than, most, least, organise,	Music, planets, Mars, Venus, war, peace, quiet,	Sequence, command, program, run, program,
	data, object, tally chart, votes, total	loud, feelings, emotions	start, outcome, predict, blocks
	Pictogram, enter, compare, more than, less	Pattern, rhythm, pulse	Sprite, algorithm, design, sequence, predict
	than, objects, count, data, explain, more, less,	Neptune, pitch, tempo, rhythm, notes,	Actions, project, modify, change , build, match
	most, least, more common, least common	instrument, tempo	Compare, debug, features, evaluate
	Attribute, group, same, different, object, most	Create, emotion, pitch, pulse/beat	
	popular, least popular, conclusion, block	Open, edit	
	diagram, common, sharing		
	popular, least popular, conclusion, block		





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