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| **UKS2 Cycle A** | | | | |
| **Term** | **Unit** | **Just At** | **At** | **Above** |
| Autumn 1 | Systems and Searching | Explain a system is a set of interconnected parts that work together  Computers can be connected to make a system  Can describe the input and output of a computer system | Explain why the order of results in a search engine are important  Explain the role of a web crawler within a search engine  Explain how search results are selected and displayed | Identify limitations with some search engines  Evaluate the effectiveness of certain search engines  Can describe the role of a particular IT system within their lives |
| Autumn 2 | Flat File Databases | Can explain that a computer program can be uses to store and organise data  Can choose different ways data is viewed and use tools to select data to answer a question | Can use appropriate filters to sort data  Can use ‘AND’ ‘OR’ options to search for multiple criteria  Can ask questions that require more than one answer to meet the criteria | Select appropriate graphs to view data more easily  Choose suitable ways to present data  Can choose multiple criteria for a search and apply relevant filters |
| Spring 1 | Webpage Creation | To be able to recognise a web page contains different media types  Create a blank web page and add text  Consider the ownership and use of copyright | Be able to embed media into a web page  Preview a web page on different screen size and devices  With support, insert hyperlinks between pages | Independently, insert hyperlinks to other sites  Understand the implications of linking to content owned by others and suggest ways around this |
| Spring 2 | Selection in Physical Computing | Can explain a condition can only be true or false  Create a condition controlled loop  With support, can compare a count-controlled loop with a condition-controlled loop | Use a condition in an ‘if…then…’ statement  Explain a loop can be used to repeatedly check whether a condition has been met | Independently, use a condition ‘if…then…else…’ statement to produce given outcomes  Explain the importance of instruction order in ‘if…then…else…’ statements |
| Summer 1 | Vector Drawing | Can add, select single or multiple and delete objects within a drawing  With support, is able to duplicate, reposition and modify objects | Independently, is able to duplicate, reposition and modify objects  Recognise vector drawings are made up of layered objects and can be scaled without impacting quality | Can combine options to achieve a desired effect  Can consider the impact of their choices and make suitable amendments for a given purpose |
| Summer 2 | Selection in Quizzes | Explain that a condition can only be true or false  Relate that a count-controlled loop contains a condition and can create a count-controlled loop  Can use a condition in an ‘if…then…’ statement | Use selection to switch program flow  Can compare a controlled loop with a condition-controlled loop and explain when is the appropriate time to use either | Can use a ‘if…then…else…’ to switch program flow in one of two ways  Explain the importance of instruction order in ‘if…then…else…’ statements |