



## Year 1 Computing overview for the year



Year 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<b>Term 1</b>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To identify technology <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world, Real World)</p>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To identify a computer and its main parts <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials</b> (Hardware)</p>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To use a mouse in different ways <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials</b> (Hardware)</p>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To use a keyboard to type on a computer <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials</b> (Hardware)</p>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To use the keyboard to edit text <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials</b> (Hardware)</p>	<p><b>Computing systems and networks – Technology around us</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To create rules for using technology responsibly <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Staying safe)</p>
<b>Term 2</b>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To describe what different freehand tools do <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To use the shape tool and the line tools <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To make careful choices when painting a digital picture <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To explain why I chose the tools I used <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To use a computer on my own to paint a picture <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital painting</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To compare painting a picture on a computer and on paper <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world)</p>

<p style="text-align: center;"><b>Term 3</b></p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To explain what a given command will do <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To act out a given word <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To combine forwards and backwards commands to make a sequence <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To combine four direction commands to make sequences <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To plan a simple program <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>	<p><b>Programming A – Moving a robot</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To find more than one solution to a problem <b>KS1: CO 1, 2, 3, 5</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Data and computational thinking) <b>Processes</b> (Physical Interaction)</p>
<p style="text-align: center;"><b>Term 4</b></p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To label objects <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To identify that objects can be counted <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To describe objects in different ways <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To count objects with the same properties <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To compare groups of objects <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>	<p><b>Data and information – Grouping data</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To answer questions about groups of objects <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital World) <b>Nature</b> (Real world)</p>

<p><b>Term 5</b></p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To use a computer to write <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To add and remove text on a computer <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To identify that the look of text can be changed on a computer <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To make careful choices when changing text <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To explain why I used the tools that I chose <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>	<p><b>Creating media – Digital writing</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To compare typing on a computer to writing on paper <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Investigation</b> (Networks) <b>Place</b> (Real world, Digital world) <b>Materials</b> (Software)</p>
<p><b>Term 6</b></p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To choose a command for a given purpose <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To show that a series of commands can be joined together <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To identify the effect of changing a value <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To explain that each sprite has its own instructions <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To design the parts of a project <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>	<p><b>Programming B - Programming animations</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To use my algorithm to create a program <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b> <b>Humankind</b> (Digital Citizenship) <b>Investigation</b> (Data and computational thinking) <b>Place</b> (Digital world) <b>Processes</b> (Physical Interactions)</p>



## Year 2 Computing Overview for the year

Year 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
<b>Term 1</b>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To recognise the uses and features of information technology <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b></p>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To identify the uses of information technology in the school <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b></p>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To identify information technology beyond school <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b></p>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To explain how information technology helps us <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b> <b>Investigation (Networks)</b></p>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To explain how to use information technology safely <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b> <b>Humankind (Staying safe)</b></p>	<p><b>Computing systems and networks – IT around us</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To recognise that choices are made when using information technology <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place (Real world)</b> <b>Humankind (Staying safe)</b></p>	
	<b>Term 2</b>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To use a digital device to take a photograph <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To make choices when taking a photograph <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To describe what makes a good photograph <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To decide how photographs can be improved <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To use tools to change an image <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>	<p><b>Creating media – Digital photography</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To recognise that photos can be changed <b>KS1: CO 4, 5, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Materials (Software)</b> <b>Creativity (Creation)</b> <b>Humankind (Communication)</b></p>

<p><b>Term 3</b></p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To describe a series of instructions as a sequence <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To explain what happens when we change the order of instructions <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To use logical reasoning to predict the outcome of a program <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To explain that programming projects can have code and artwork <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To design an algorithm <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>	<p><b>Programming A – Robot Algorithms</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To create and debug a program that I have written <b>KS1: CO 1, 2, 3, 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Processes</b> (Physical interactions) <b>Investigation</b> (Data and computational thinking)</p>
<p><b>Term 4</b></p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To recognise that we can count and compare objects using tally charts <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To recognise that objects can be represented as pictures <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To create a pictogram <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To select objects by attribute and make comparisons <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To recognise that people can be described by attributes <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>	<p><b>Data and information – Pictograms</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To explain that we can present information using a computer <b>KS1: CO 4, 6</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Nature</b> (Real world) <b>Comparison</b> (Digital searching)</p>

<p><b>Term 5</b></p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To say how music can make us feel <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Staying safe) <b>Place</b> (Digital world)</p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To identify that there are patterns in music <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software) <b>Creativity</b> (Creation)</p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To experiment with sound using a computer <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software) <b>Creativity</b> (Creation)</p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To use a computer to create a musical pattern <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software) <b>Creativity</b> (Creation)</p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To create music for a purpose <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software) <b>Creativity</b> (Creation)</p>	<p><b>Creating media – Digital Music</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To review and refine our computer work <b>KS1: CO 4</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Place</b> (Digital world) <b>Materials</b> (Software) <b>Creativity</b> (Creation)</p>
<p><b>Term 6</b></p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 1:</b></p> <p><b>LO:</b> To explain that a sequence of commands has a start <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world)</p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 2:</b></p> <p><b>LO:</b> To explain that a sequence of commands has an outcome <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world)</p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 3:</b></p> <p><b>LO:</b> To create a program using a given design <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world) <b>Comparison</b> (Digital searching)</p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 4:</b></p> <p><b>LO:</b> To change a given design <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world) <b>Comparison</b> (Digital searching)</p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 5:</b></p> <p><b>LO:</b> To create a program using my own design <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world) <b>Comparison</b> (Digital searching)</p>	<p><b>Programming B – Programming quizzes</b></p> <p><b>Lesson 6:</b></p> <p><b>LO:</b> To decide how my project can be improved <b>KS1: CO 1, 2, 3</b></p> <p><b>Big Idea (Aspect):</b></p> <p><b>Humankind</b> (Digital citizenship) <b>Investigation</b> (Data and Computational Thinking and Networks) <b>Place</b> (Digital world)</p>