

National Curriculum Aims for Key Stage 1 & 2

All Pupils should have opportunity to:

- Understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Evaluate and apply informational technology, including new or unfamiliar technologies, analytically to solve problems
- Be responsible, competent, confident and creative users of information and communication technology

Computing Year 1 & 2	Year 1						Year 2					
Statutory Curriculum Objectives Pupils should be taught to...	Welcome to Yr 1!	Are we there yet?	Land Before Time	Yr 1 Saves the World	Garden of England	Walking on Sunshine	In my Pride	Dark, Dark House	What did you say?	Seaside Rescue	Bottom of the Garden	Food, Glorious Food
Focus/Outcome	<p>Communicate & Connect: We will be looking at behaving responsibly when we are on the computers so we stay safe online. We will be using our laptops this term to help improve our general computing skills. We will be using them to type our names, type simple sentences, use capital letters, simple punctuation and spacing.</p>	<p>Code: To build knowledge of algorithms and program Beebot to go on a journey/follow a route.</p>	<p>Coding: We will be using the ipads to create and edit a 3D stop motion animations with a dinosaur theme.</p>	<p>Collect and Communicate: We will use the laptops and ipads to research a sea creature. We will use this information, text and images, to create an e-book.</p>	<p>Collect and Communicate: We will create an information poster, showing the instructions and algorithm on how to grow a 'Mr Grasshead,' using digital images and publishing software.</p>	<p>Communication: Use Green Screen technology to create a weather report.</p>	<p>Communicate, collect & Connect: To learn about using the Internet safely and responsibly. To use word to create an E-safety poster.</p>	<p>Code We will develop our knowledge of algorithms by learning how to programme our beebots.</p>	<p>Coding: We will learn how to code and create a 2D animation using Scratch online software.</p>			
Coding												
Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions.		✓	✓		✓			✓		✓	✓	✓
Create and debug simple programs		✓						✓		✓		✓
Use logical reasoning to predict the behaviour of simple programs.		✓						✓		✓		

Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓		✓	✓	✓	✓	✓		✓		✓	✓
---	---	--	---	---	---	---	---	--	---	--	---	---

Communicate												
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓			✓	✓	✓	✓		✓			✓
Recognise common uses of information technology beyond school.	✓			✓	✓	✓	✓		✓			✓
Connect												
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	✓					✓	✓					
Non-Statutory Content												
<i>Develop mouse skill, typing, quick keys, saving and recalling documents.</i>	✓			✓	✓	✓	✓		✓			✓
<i>Using the internet safely to research information or topics.</i>	✓			✓		✓	✓		✓			
Collect												
<i>An introduction to collecting and presenting information.</i>	✓			✓		✓	✓		✓			