

Computing Curriculum Map: Key Stage 1

	Algorithms	Create Programs	Reasoning	Using Technology	Use of IT beyond School	Safe Use
	<i>Pupils should be taught to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</i>	<i>Pupils should be taught to create and debug simple programs</i>	<i>Pupils should be taught to use logical reasoning to predict the behaviour of simple programs</i>	<i>Pupils should be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital</i>	<i>Pupils should be taught to recognise common uses of information technology beyond school</i>	<i>Pupils should be taught to 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</i>
Year 1 Vocabulary - instructions, algorithm, debug, buttons, robots, pattern, program, rules, online, private information,, videos, camera stills, sounds, word bank, space bar, purpose, online tools, communicate.	<ul style="list-style-type: none"> • Tell the giant how to move. • Washing clothes instructions. • Instructions for sandwiches. • Instructions for washing socks. 	<ul style="list-style-type: none"> • Beebots to landmarks • Espresso Coding 		<ul style="list-style-type: none"> • Dressing the giant for the weather. • Using a keyboard. • Lists. • Capital letters and full stops. • Stickman pictures. • Backspace/enter key. • Postcards • Design a flag/coat of arms. • Type instructions for washing socks/how to cross a river. 	<ul style="list-style-type: none"> • Uses of technology. 	<ul style="list-style-type: none"> • Internet safety/choices

Year 2

Vocabulary - Appropriate/inappropriate sites, cyber-bullying, digital footprint, keyword searching, forward, backwards, right-angle turn. Algorithm, sequence, debug, predict, paint effects, templates, animation, documents, enter, return, caps lock, backspace, information sources, communication, purposes, website content

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- Make your Beebot dance.
- Plan a journey to escape Gigantosaurus. Record algorithm and debug.
- Help Mary Anning find the fossils.
- Espresso coding
 - Using the keyboard.
 - Red Riding Hood
 - Snow White
 - Up in the Air
 - Shark Attack
 - Your Own App.

- Which Beebot journey will take the longest?

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- Type a simple sentence with punctuation.
- Create fact files - save file, retrieve file, insert picture, use return key, edit text.
- Create interesting shapes/patterns.
- Computer art - introducing computer graphics.
- Looking at lines - drawing lines in a graphics package.
- Taking the line for a walk. Drawing lines and filling spaces.
- Kente Cloth Patterns. - Using vertical and horizontal lines.
- Self-portraits.

- Understand that technologies can be used to communicate in a variety of ways.

- E-safety - understand that technologies can be used to communicate in a variety of ways.
- Tim and Tess the Internet Game - NSPCC.
- Being kind online.
- Know where to go for help to stay safe - Twinkl safety pack.