

KS1 Computing Curriculum

Computer Science

(How computers and computer systems work and how they are designed and programmed)

Information Technology

(the purposeful use of existing programs to develop products and solutions)

Digital Literacy

(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)

A- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

B- create and debug simple programs

C- use logical reasoning to predict the behaviour of simple programs

D- use technology purposefully to create, organise, store, manipulate and retrieve digital content

E- recognise common uses of information technology beyond school

F- 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

KS1 Long Term Overview

Year	Curr Links	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery and Reception		Barefoot Computing Busy bodies	Awesome Autumn	Winter Warmers	Spring Time	Super Space	Boats Ahoy
1	CS A B C E	Computing systems and networks Technology Around Us (E)		Programming A – Moving a Robot (A, B, C, E)			Programming B – Programming Animations (A, B, C)
	IT D	(D) Digital Literacy (F)	Digital Painting (D)		Data and Information – Grouping Data (D) Digital Literacy (F)	Creating Media – Digital Writing (D) Digital Literacy (F)	(D)
2	CS A B C E	Computing Systems and Networks - IT All Around Us (E)	(E)	Programming A – Robot algorithms (A, B, C)			Programming B - Programming quizzes (A, B, C)
	IT D	(D) Digital Literacy (F)	Creating media – Digital photography (D) Digital Literacy (F)	(D)	Data and information – Pictograms (D) Digital Literacy (F)	Creating media - Digital music (D)	(D)

