

Year 1 – Computing curriculum

Computer Science		
Programming		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> To create a sequences of instructions To use aspects of computational thinking to complete a goal. 	<ul style="list-style-type: none"> Use software to create simple program to complete a goal. Using different devices to understand different form of input and output. Using tinkering and experimentation Write programs. Use algorithms Understand that programs follow precise instructions 	<ul style="list-style-type: none"> Create simple programs in scratch 2 with a clear goal. Can solve problems using a simple algorithm on Tynker.

Information technology		
Using the internet		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> To talk about the different forms of information (text, images, sound, multimodal) and understand some are more useful than others To understand that information comes from different sources e.g. books, web sites To understand that IT can give access quickly to a wide variety of resources To be able to discover a variety of information on the world wide web. 	<ul style="list-style-type: none"> Recognise that not all information is useful some information is more useful Use the World Wide Web to find answers to questions. Navigate within a website using hyperlinks to locate material Use basic material from the internet. 	<ul style="list-style-type: none"> Use a search engine. Save an image from a search engine.
Creating manipulating and publishing		
<ul style="list-style-type: none"> To continue to produce work using a computer, using more advanced features of programs and 	<ul style="list-style-type: none"> Use office applications to create range of work in other curriculum areas. 	<ul style="list-style-type: none"> Combine software (internet, PowerPoint) Create an E-card.

<p>tools.</p> <ul style="list-style-type: none"> To work collaboratively together to create documents, including presentations. Work with different office applications to produce fit for its propose. Use a combination of software 	<ul style="list-style-type: none"> Understand that different applications are more suited for certain tasks. 	<ul style="list-style-type: none"> Use different applications depending on the task.
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Digital Literacy		
E-safety and Acceptable use		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> Develop awareness of relevant e-Safety issues and understand that personal information is unique to them. Identify characteristics of people who are worthy of their trust Children develop awareness of online protocols, in order to stay safe on the web. Children develop strategies for staying safe when using the Internet. 	<ul style="list-style-type: none"> Develop awareness of relevant e-Safety issues, such as cyber bullying. Children understand and abide by the school's AUP and know that it contains rules that exist in order to keep children safe online. Understand what personal information should be kept private. Know that passwords keep information secure and that they should be kept private. 	<ul style="list-style-type: none"> Children watch videos and are able to identify risks on the internet. Children know who to report their concerns to. Children can keep their personal information private.
Using technology		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> To begin to develop typing speed and accuracy to enable independent access to a computer. 	<ul style="list-style-type: none"> Continue to develop their familiarity with a computer and keyboards 	<ul style="list-style-type: none"> Children use tux type Children can login to their individual account.