YEAR 1 COMPUTING CURRICULUM FRAMEWORK

Overview of Key Stage 1 Curriculum:
A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
DINOSAUR PLANET	**PAWS, CLAWS AND WHISKERS**	**SUPERHEROES**
Use logical reasoning to predict the behaviour of simple programs Program a floor robot to move around a dinosaur landscape. **Use technology purposefully to create, organise, store, manipulate and retrieve digital content.** Make a stop - frame animation of dinosaurs	**Use technology purposefully to create, organise, store, manipulate and retrieve digital content** Find images of zoo animals to copy and paste into a presentation.	**Use technology purposefully to create, organise, store, manipulate and retrieve digital content** Search the internet for images of superheroes and use copy and paste to create a pic collage. Use a camera to take a photo of themselves then edit it in a paint package to turn into a superhero.
		Events: Safer Internet Day

SPRING TERM 4	SUMMER TERM 5	SUMMER TERM 6
THE ENCHANTED WOODLAND	**MOON ZOOM**	**BRIGHT LIGHT BIG CITY**
Use technology purposefully to create, organise, store, manipulate and retrieve digital content Learn about the woodland trust by looking at their website.	**Use technology purposefully to create, organise, store, manipulate and retrieve digital content.** Use drawing software to create an alien. **Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions** Give instructions to a floor robot to travel around in space. **Recognise common uses of information technology beyond school** Send an email to Oxford Science requesting help with an alien investigation.	**Use technology purposefully to create, organise, store, manipulate and retrieve digital content.** Take a virtual tour around Buckingham Palace. Insert an image of themselves into a royal photograph. Copy and paste images of London landmarks. **Use logical reasoning to predict the behaviour of simple programs** **Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions** Programme a Bee-Bot to follow a route around London. **Recognise common uses of information technology beyond school** Use the London Zoo website to plan a trip.
Events: NSPCC 'Share Aware' assembly		

Subject content: Key stage 1					
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	Pupils should be taught to create and debug simple programs	Pupils should be taught to use logical reasoning to predict the behaviour of simple programs	Pupils should be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content	Pupils should be taught to recognise common uses of information technology beyond school	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 material on the internet or other online technologies