Church Aston Infant School Computing Curriculum

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		

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Long Term Plan

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A	R	**CS: Computer Systems & Networks** Exploring technology Barefoot Computing	Barefoot Computing	**CS: Programming** Twister Mat to create algorithm	Barefoot Computing: Spring resources Digital Skills – Keyboard recognition	**CS: Programming** Algorithm cards and vehicles for forwards/backwards and single left/right turn	**IT: Creating Media** Use same software – mouse skills and using to just explore and create
	1/2	**CS: Computer Systems & Networks** Year 1 Technology around us L1 -2 Year 2 – Information technology around us L1 -4 DE	**IT: Creating Media** Digital Writing DF	**CS: Programming** Moving a robot Yr 1 Prog A Beebot ABCE	**IT: Data & Information** ~~Grouping Data~~ DF Bar charts/block charts adapted unit	**CS: Programming** Robot Algorithms ABCD Prog A yr 2 Beebot	**IT: Creating Media** Digital Painting D
B	R	**CS: Computer Systems & Networks** Exploring technology Barefoot Computing: Autumn resources	Barefoot Computing: Winter resources	**CS: Programming** Twister Mat to create algorithm Following step by step instructions on Barefoot resources	Barefoot Computing: Spring resources Digital Skills – Keyboard recognition	**CS: Programming** Algorithm cards and vehicles for forwards/backwards and single left/right turn	**IT: Creating Media** Use iPad to take photographs • Pic Collage app – take pic and the label • Chatterpix – Take picture then record voice

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1/2	**CS: Computer Systems & Networks** Computer Systems and Networks Year 1 Technology around us L3- 6 Year 2 – Information technology around us L5 – 6 DEF	**IT: Creating Media** Digital Writing DF ~~Digital Music D~~	**CS: Programming** Introduction to animation ABCD Prog B Scratch Jnr	**IT: Data & Information** Pictograms DF	**CS: Programming** Quizzes ABC Prog B Yr 2 Scratch Jnr	**IT: Creating Media** Digital Photographs DEF

IT: Creating media – Digital music will be delivered to support topic learning or music sessions when appropriate.

Online safety
We will regularly provide online safety for our children in school. This will be through discussions in lessons, when we use computing in our everyday learning and through informative assemblies and stories. We take part in Online Safety Day each year.