

KS1 Computing Curriculum		
Computer Science <i>(How computers and computer systems work and how they are designed and programmed)</i>	Information Technology <i>(the purposeful use of existing programs to develop products and solutions)</i>	Digital Literacy <i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i>
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		

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
2023/ 24	C S			Y1 Programming A: Moving a robot ABCE			Y2 Programming B: Programming quizzes ABCD
	I T	Y1 Computing systems and networks: Technology around us DEF	Y2 Creating media: Digital photography DEF		Y2 Data and information: Pictograms DF	Y1 Creating media: Digital writing DF	
2024/ 25	C S			Y2 Programming A: Robot algorithms ABCF			Y1 Programming B: Programming animations ABC
	I T	Y2 Computer systems and networks: Information technology around us DEF	Y1 Creating Media: Digital painting D		Y1 Data and information: Grouping data DF	Y2 Creating Media: Digital Music D	

Software and hardware overview

Requirements for pupils – below

✓ Used for the unit – reflected in screenshots ● Could be used as an alternative

	Desktop or laptop	Chromebook	Tablet	Software or hardware
1.1 Technology around us	✓	✓	●	paintz_app
1.2 Digital painting	✓	✓	●	Microsoft Paint or similar
1.3 Moving a robot				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
1.4 Grouping data	✓	✓		Google Slides or Microsoft PowerPoint
1.5 Digital writing	✓	✓	●	Google Docs or Microsoft Word
1.6 Programming animations	●	●	✓	ScratchJr
2.1 Information technology around us	✓	✓		Google Slides or Microsoft PowerPoint
2.2 Digital photography	✓		●	Digital camera
2.3 Robot algorithms				Bee-Bot, Blue-Bot, or other fixed-movement floor robot
2.4 Pictograms	✓	✓	●	j2data Pictogram
2.5 Digital music	✓	✓	●	Chrome Music Lab
2.6 Programming quizzes	●	●	✓	ScratchJr