

'Roots to grow, wings to fly'

	<u>Year 1</u>			<u>Year 2</u>		
Term	Autumn	Spring	Summer	Autumn	Spring	Summer
Topic	All Creatures Great and Small Technology around us Once upon a time Photography	Where in the World Programming animations Ready steady grow Digital painting	Superheroes Moving a robot Near and Far Grouping data	All Creatures Great and Small Computer systems and networks Once Upon a Time Making music	Where in the world? Click and Go Scratch Junior You're Bananas Digital Writing	Pioneers Robot Algorithms Near and Far Pictograms
Computing overview	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 - Create and debug simple programs - Use logical reasoning to predict the behaviour of simple programs - Use technology purposefully to create, organise, store, manipulate and retrieve digital content - Recognise common uses of information technology beyond school - 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					
Computer Science (Programming; Data & Information)	I can understand and create algorithms (steps or rules as instructions, e.g. how to make a sandwich)	I can understand and create algorithms I understand that algorithms must be precise	I can place items into groups I can decide on labels for groups	I can enter data into a computer system	I can predict the behaviour of simple programs I can create and run a program (an algorithm or multiple algorithms that can be understood by a computer) I can enter data into a computer system I can use a computer to present data I can find answers to questions by looking at data	I can predict the behaviour of simple programs I can create and run a program (an algorithm or multiple algorithms that can be understood by a computer) I can debug (find and fix a problem) within a simple program I can enter data into a computer system I can use a computer to present data

						I can find answers to questions by looking at data I can explain why I should always ask a trusted adult before I share any information about myself online.
Information technology	I can identify examples of technology in the classroom I can use apps or websites to aid my learning I can move a cursor with a mouse or trackpad and click on an icon	I can move a cursor with the trackpad and click on an icon I can save and retrieve work that I have produced (includes auto-save) I can use an app or website to make graphical marks or pictures	I can choose letters on a keyboard to create words I can save and retrieve work that I have produced (includes auto-save)	I can identify information technology in the school, home, and beyond I can create rules for using technology safely Understand that digital devices run programs that have been created by humans. I can create audio using digital technology I can edit and adjust audio using digital technology	I can use technology to capture and manipulate (position, re-size, rotate) photos as part of a piece of work I can describe ways in which people might make themselves look different online	
Digital literacy		I can use apps or websites to aid my Learning	I can save and retrieve work that I have produced (includes auto-save) I can move a cursor with the trackpad and click on an icon	Understand that emails and other digital communications can be sent and received from various types of digital device. Demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).	I can save and retrieve work that I have produced (includes auto-save) I can move a cursor with the trackpad and click on an icon I can explain why I should always ask a trusted adult before I share any information about myself online.	Type and edit text. Use two-finger scrolling on a touchpad. Use technology to capture and manipulate (position, re-size, rotate) photos as part of a piece of work.

Online safety Digital Learning Cornwall Project Evolve strands	Self-image and Identity: If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust. Online reputation: I can describe what information I should not put online without asking a trusted adult first.	Online bullying: I can describe how to behave online in ways that do not upset others Managing online information: I can identify devices I could use to access information on the internet.	Health, well-being and lifestyle: I can explain rules to keep us safe when we are using technology both in and beyond the home. Privacy and Security: I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location). Copyright and ownership: I can name my work so that others know it belongs to me.	Self-image and Identity: I can describe ways in which people might make themselves look different online. Online relationships: I can explain some risks of communicating online with others. I don't know well. Online reputation: I can explain how information put online about me can last for a long time.	Online bullying: I can describe how to behave online in ways that do not upset others Managing online information: I can demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections). Health, well-being and lifestyle: I can create rules for using technology safely	Privacy and Security: I can explain why I should always ask a trusted adult before I share any information about myself online. Copyright and ownership: I can recognise that content on the internet may belong to other people.
Impact/key assessment criteria:	Through the above topics, knowledge and skills a Year 1 computer user will: - know how to create a series of instructions - Know how to plan a journey for a programmable toy - Create, store and retrieve digital content - Use a website and a camera - Record sound and play it back - Use technology safely - Keep personal information safe			Through the above topics, knowledge and skills a Year 2 computer use will: - Use a range of instructions - Test and amend a set of instructions - Find errors and amend (debug) - Write a simple program and test it - Predict what the outcome of a simple program will be (logical reasoning) - Understand that algorithms are used on digital devices - Understand that programs require precise instructions - Organise, retrieve and manipulate digital content - Navigate the web to complete simple searches - Use technology respectfully - Know where to go for help if they are concerned - Know how technology is used in school and outside of school		