KS1 Computing Curriculum

Computer Science (computational thinking, programming/coding)	Information Technology (applying to the real world, wide range of apps and software	Digital Literacy (use and express themselves safely online)

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

Teach Computing link https://teachcomputing.org/curriculum/key-stage-1

Barefoot link: https://www.barefootcomputing.org/

J2e: 2code: https://www.j2e.com/j2code/ Paint: https://www.j2e.com/jit5 Animate: https://www.j2e.com/jit5#animate

Long Term Plan

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
R		Identify technology (show the ipad/IWB/talking tins) taking basic photos 'Draw and Tell' Could use Shadow Puppet Edu for combining different images for a story (this could be in spring 1) <mark>Look at resources available in the Foundation Computing Toolkit</mark> Or use unplugged busy bodies: https://www.barefootcomputing.org/earlyyears Barefoot computing unplugged - all about me	Mini mash music units (currently on the plan)	Mashcams and Chatterpix	Twister mat, unplugged beebots	2code for 1 lesson then 1 lesson with beebots (create a home out of bricks, program him in and out of it)	Use j2e software Paint: underwater scene Animation: Stop motion animation underwater Mix: create an underwater picture and type

1	**CS**	Technology around Us –(teach computing) add ipad skills		Moving a robot (teach computing)	Coding 1.7 (PM)		
	IT		Digital Writing (teach computing) or Animated Stories (PM)– use ipad for labelling			Grouping and Sorting 1.2 and Pictograms 1.3 (PM)	Digital Painting (teach computing) or use Creating Pictures) 2.6 (PM)
2	**CS**	(teach computing) Information Technology around us – getting on computers/ipads		Robot Algorithms – (teach computing)	Coding 2.1		
	IT		Questioning 2.4 or Presenting Ideas 2.8 (PM) if data handling or use charts on j2e			Digital Photographs – (teach computing)	Making Music 2.7 (PM) or Creating Media Making music (teach computing)

Creating a QR code:

Create a QR code on the website page, copy website go to QR code generator https://www.qr-code-generator.com/   click download (don't sign up) then it will drop file down the bottom and click to open. Then chn can scan themselves by opening the camera and pointing it at the QR code.