

## Key Stage 1 - Curriculum Coverage – Computing

Yr Group	Unit	Learning intention	National Curriculum Coverage						Skills and Knowledge (For Key, see bottom of page)										Cross Curricular Links								
			1.1	1.2	1.3	1.4	1.5	1.6	AL	CM	CS	DD	DI	ET	IT	NW	PG	SS									
Year 1	Computer systems and networks.	To identify technology				■	■	■			■			■													
		To identify a computer and its main parts				■	■	■			■			■													
		To use a mouse in different ways				■	■	■			■			■													
		To use a keyboard to type on a computer				■	■	■			■			■													
		To use the keyboard to edit text				■	■	■			■			■													
		To create rules for using technology responsibly																	■	PSHE							
Year 1	Creating media – Digital painting	To describe what different free hand tools do				■				■				■					■	Art and design							
		To use the shape and the line tool				■				■				■						■	Art and design						
		To make careful choices when painting a digital picture				■				■				■							■	Art and design					
		To explain why I used the tools I used				■				■		■		■								■	Art and design				
		To use a computer to paint my own picture				■				■				■									■	Art and design			
		To compare painting a picture on a computer and on paper				■				■		■		■									■	Art and design			
Year 1	Programming	To explain what a given command will do	■	■	■				■														■	Eng / writing			
		To act out a given word	■	■	■				■												■				■	Eng / writing	
		To combine forwards and backwards commands to make a sequence	■	■	■				■														■			■	Eng / writing
		To combine 4 direction commands to make a sequence	■	■	■				■														■			■	Eng / writing
		To plan a simple program	■	■	■				■				■													■	Eng / writing
		To find more than one way to solve a problem	■	■	■				■				■														■
Year 1	Data and information	To label objects				■			■					■											■	Math	
		To identify that objects can be counted				■			■					■												■	Math
		To describe objects in different ways				■			■					■												■	Math
		To count objects with the same properties				■			■					■												■	Math
		To compare groups of objects				■			■					■												■	Math
		To answer questions about groups of objects				■			■					■												■	Math

AL – Algorithm's, CS – Computing systems, CM – Creating Media, DI – Data and Information, DD -Design and Development, ET – Effective use of tools, IT – Impact of Technology, NW – Networks, PG- Programming, SS – Safety and security.

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Year 2	Computer systems and networks	To recognise the uses and features of Information Technology				■	■	■			■					■		■	PSHE	
		To recognise the uses of technology in school				■	■	■			■				■	■			PSHE	
		To identify technology beyond school				■	■	■			■				■	■			PSHE	
		To explain how technology helps us				■	■	■			■				■	■			PSHE	
		To explain how to use IT safely				■	■	■			■					■		■	PSHE	
		To recognize choices are made when using technology				■	■	■			■					■	■		■	PSHE
Year 2	Creating media – Digital writing	To use a computer to write				■		■		■					■				Eng / Writing	
		To add or remove text on a computer				■		■		■					■				Eng / Writing	
		To know that the look of text can be changed on a computer.				■		■		■					■				Eng / Writing	
		To make careful choices when changing text				■		■		■					■				Eng / Writing	
		To explain why I used the tools that I chose				■		■		■		■			■				Eng / Writing	
		To compare typing on a computer to writing on paper				■		■		■					■				Eng / Writing	
Year 2	Programming Robot algorithms	To describe a series of instruction's as a sequence	■	■	■	■			■										Music	
		To explain what happens when we change the order of instructions	■	■	■	■			■											Music
		To use logical reasoning when predicting the outcome of a program	■	■	■	■			■									■		Music
		To explain the programming projects can have code and artwork	■	■	■	■			■			■						■		Music
		To design and algorithm	■	■	■	■			■			■								Music
		To create and debug a program I have written	■	■	■	■			■			■						■		Music
Year 2	Data and info - Pictograms	To recognise we can count and compare objects using tally charts				■		■					■	■					Math	
		To recognize that objects can be represented as pictures				■		■					■	■					Math	
		To create a pictogram				■		■					■	■					Math	
		To select objects by attributes and make comparisons				■		■					■	■					Math	
		To recognize people can be described by attributes				■		■					■	■					Math	
		To explain that we can present information using a computer				■		■					■	■					Math	

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