

WITHINFIELDS PRIMARY SCHOOL

COMPUTING CURRICULUM – KS1

To prepare children for the Computing curriculum in KS1, Early Years teaching and provision provides opportunities to gain an interest in Computing and develop the Characteristics of Effective Learning which are relevant to the subject. The statements that are most relevant to Computing are:

- Engaging in open-ended activity
- Persisting with activity when challenges occur
- Paying attention to details
- Maintaining focus on their activity for a period of time
- Showing satisfaction in meeting their own goals
- Showing a belief that more effort or a different approach will pay off

Nursery and Reception continuous provision contains opportunities for children to explore ICT equipment including programmable toys and other equipment in child initiated activities as well as Computing activities in adult led learning through some topics e.g. 'Materials' in Reception.

Throughout Computing teaching in KS1, teachers will provide opportunities for children to develop all aspects of ICT and Computing. The curriculum is designed as a spiral so that as the children move through school, they build on their knowledge, skills and understanding. Switched on Computing is utilised as our key teaching resource for the computing curriculum and a range of software, applications and programmes are introduced and used by the children.

	Y1/2
Algorithms	Understand what algorithms are Understand that algorithms are implemented as programs on digital devices Know that programs execute by following precise and unambiguous instructions
Create Programs	Create simple programs and debug simple programs
Reasoning	Use logical reasoning to predict the behaviour of own programs Use logical reasoning to predict the behaviour of others' programs
Using Technology	Use technology purposefully to create digital content Use technology purposefully to store digital content Use technology purposefully to retrieve digital content Use technology purposefully to organise digital content Use technology purposefully to manipulate digital content
Uses of IT beyond school	Recognise common uses of information technology at home Recognise common uses of information technology outdoors

Safe Use	Use technology safely Keep personal information private Use technology respectfully 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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	Year 1	Year 2
Units covered	We are treasure hunters We are TV chefs We are painters We are collectors We are storytellers We are celebrating	We are astronauts We are games testers We are photographers We are researchers We are detectives We are zoologists