



**Subject Long Term Plan for COMPUTING in Key Stage 1**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Curriculum Strand</b>	<b>Computing systems and Networks</b>	<b>Creating Media</b>	<b>Creating Media</b>	<b>Data and information</b>	<b>Programming A</b>	<b>Programming B</b>
<b>Year 1: Unit</b>	<b>Technology around us</b>	<b>Digital painting</b>	<b>Digital writing</b>	<b>Grouping data</b>	<b>Moving a robot</b>	<b>Introduction to animation</b>
<b>Unit summary</b>	Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Using a computer to create and format text, before comparing to writing non-digitally.	Exploring object labels, then using them to sort and group objects by properties.	Writing short algorithms and programs for floor robots, and predicting program outcomes.	Designing and programming the movement of a character on screen to tell stories.
<b>Year 2: Unit</b>	<b>Information technology around us</b>	<b>Making music</b>	<b>Digital photography</b>	<b>Pictograms</b>	<b>Robot algorithms</b>	<b>Programming quizzes</b>
<b>Unit summary</b>	Identifying IT and how its responsible use improves our world in school and beyond.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Capturing and changing digital photographs for different purposes.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Creating and debugging programs, and using logical reasoning to make predictions.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

National Curriculum Coverage – Key Stage 1 Computing Curriculum	1.1 Technology around us	1.2 Digital painting	1.3 Moving a robot	1.4 Grouping data	1.5 Digital writing	1.6 Programming animations	2.1 Information technology around us	2.2 Digital photography	2.3 Robot algorithms	2.4 Pictograms	2.5 Making music	2.6 Programming quizzes
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	✓				✓	✓	✓			✓		