

The Three Schools Computing Curriculum Map (KS1)

Year 1/2 Cycle A	Computing systems + networks Using a computer (Year 1 unit) (builds on from EYFS 'Using a computer') - To log into a computer and access a website - To develop mouse skills (click and drag) - To use mouse skills to draw and edit shapes - To draw a scene from a story using digital tools - To create a self-portrait using digital techniques	Programming Algorithms unplugged (Year 1 unit) (builds on from EYFS 'All about instructions') - To understand what an algorithm is - To follow instructions precisely to carry out an action - To understand that computers and devices around us use inputs and outputs - To understand and be able to explain what decomposition is - To know how to debug an algorithm	Programming 1 Algorithms and debugging (Year 2 unit) (builds on from Year 1 'Algorithms unplugged') - To decompose a game to predict the algorithms that are used - To understand that computers can use algorithms to make predictions (machine learning) - To plan algorithms that will solve problems - To understand what abstraction is - To understand what debugging is	Cross-curricular Word Processing - To begin to learn to touch type - To understand how to use a word processor - To create a piece of cross-curricular writing	Computer systems + networks What is a computer (Year 2 unit) (builds on from Year 1 'Using a computer') - To recognise the parts of a computer (incorporates mouse skills and using digital tools to draw a computer) - To recognise how technology is controlled - To recognise technology - To create a design for an invention - To understand the role of computers	Programming 2 Scratch Jr. (Year 2 unit) (builds on from Year 2 'Algorithms and debugging') - To explore a new application - To create an animation - To use characters as buttons - To follow an algorithm - To plan and use code to create an algorithm
	Year 1 Online Safety (builds on from EYFS 'Using a computer' lesson 2: logging in and out) To know what the internet is and how to use it safely		Year 1 Online Safety (Internet Safety Day) To understand different feelings when using the internet		Year 1 Online Safety To understand how to treat others, both online and in-person	Year 1 Online Safety To understand the importance of being careful about what we post and share online
Year 1/2 Cycle B	Creating media Digital imagery (Google) (Year 1 unit) - To understand and create a sequence of pictures - To take clear photos - To edit photos - To search for and import images - To create a photo collage	Data handling Intro to data (Year 1 unit) (builds on from EYFS 'Introduction to data') - To represent data in different ways - To use technology to represent data in different ways - To collect and record data (pictograms, tables and charts) - To sort data (branching) - To design an invention to gather data	Computing systems + networks Word processing (Year 2 unit) - To begin to learn to touch type - To understand how to use a word processor - To understand how to add images to a text document - To create a poetry book using sources from the internet - To understand what happens to information posted online		Creating media Stop motion – tablet devices (Year 2 unit) (builds on from Year 1 'Digital imagery – Google') - To understand what animation is - To understand what stop motion animation is - To create a stop motion animation - To plan my own stop motion animation - To create my own stop motion animation	
	Year 2 Online Safety To know what happens to information posted online		Year 2 Online Safety To know how to keep things safe and private online		Year 2 Online Safety To understand strategies that will help me decide if something seen online is true or not	
			Cross-curricular word processing		Cross-curricular word processing	