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|  LONG TERM FORECAST Key Stage 1 Computing 2017-2019  |
| **Aims**The national curriculum for computing aims to ensure that all pupils:* can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
* can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
* can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
* are responsible, competent, confident and creative users of information and communication technology.
 | Pupils should be taught to:* 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.
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|  | **Autumn** | **Spring** | **Summer** |
| **Year 1- Topic**  | We are all connectedCrazy Creatures | Young InvestigatorsWalking with Dinosaurs | Our Local AreaPictures Tell a Thousand Words |
| Y1 Assessment milestone | * Understand online risks and the age rules for sites.
* To code: Using a beebot/roamer control motion specifying the number of steps to travel, direction and turn.
 | * Use at least 2 different websites to find text and information appropriate to your work.
* To code: Specify user inputs (such as clicks) to control events.
 | * Use Google Earth and a digital camera to capture images suitable for presenting work.
* Use images from different sources; drawing app, website and camera for an e-book
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| **Year 2 Topic**  | Ready Steady GoDojo\* | Super Sci-FiTommy Turtle\* | Whatever the WeatherCode-tastic |
| Y2 Assessment milestone | * To code: Using Scratch, control motion specifying the number of steps to travel, direction and turn.
* Participate in class social media accounts
 | * Use a range of apps to create and edit images so they are fit for purpose and audience
* To code: Control when drawings appear and set the pen colour, size and shape.
 | * To record information
* To code: Specify the nature of events (such as a single event or loop)
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