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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. | |
|  | **Autumn** | **Spring** | | **Summer** |
| **Year 1- Topic** | We are all connected  Crazy Creatures | Young Investigators  Walking with Dinosaurs | | Our Local Area  Pictures 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 |
| **Year 2 Topic** | Ready Steady Go  Dojo\* | Super Sci-Fi  Tommy Turtle\* | | Whatever the Weather  Code-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) |