

Callow End CE Primary Computing Curriculum Key Stage 1

<p>Computer Science</p> <p><i>(How computers and computer systems work and how they are designed and programmed)</i></p>	<p>Information Technology</p> <p><i>(the purposeful use of existing programs to develop products and solutions)</i></p>	<p>Digital Literacy</p> <p><i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i></p>
<p>A- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>B- create and debug simple programs</p> <p>C- use logical reasoning to predict the behaviour of simple programs</p> <p>D- use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>E- recognise common uses of information technology beyond school</p> <p>F- 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</p>		

Long Term Plan

Cycle		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
A 2023-24	C S	Computer Systems and networks DEF <i>add in how to log on etc</i>		Programing A: Beebots/Floorbots ABC			Programming B: Scratch Jnr ABC
	IT		Creating Media: Digital Writing DF https://www.j2e.com/jit5# or clicker 6		Creating Media: Digital Painting D	Data and Information: Pictograms DE	
B 2024-25	C S	Computer Systems and networks DEF <i>add in how to log on etc</i>		Programing A: Beebots/Floorbots ABC			Programming B: Scratch Jnr ABC
	IT		Creating Media: Making Music D		Creating Media: Digital Photography DE	Data and Information: Block Charts DE	