Computing Curriculum Year 1

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	PROGRAMMING A	DATA AND INFORMATION	CREATING MEDIA	PROGRAMMING B
Technology around us Recognising technology in school and using it responsibly.	**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	**Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Grouping data** Exploring object labels, then using them to sort and group objects by properties.	**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Programming animations** Designing and programming the movement of a character on screen to tell stories.
NC Objectives covered: 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.	**NC Objectives covered:** Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.	**NC Objectives covered:** 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; Recognise common uses of information technology beyond school.	**NC Objectives covered:** Use technology purposefully to create, organise, store, manipulate, and retrieve digital content; 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.	**NC Objectives covered:** Use technology purposefully to create, organise, store, manipulate, and retrieve digital content; 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.	**NC Objectives covered:** 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; Recognise common uses of information technology beyond school.