Computing Curriculum at Amble Links First School

National Curriculum Coverage

Our computing scheme of work is designed to ensure appropriate coverage of the relevant National Curriculum Programmes of Study. Throughout the year there is a strong focus on using technology safely, respectfully and responsibility. The tables below map how these are covered across each year group.

KEY STAGE 1	**Year 1**						**Year 2**					
	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
National Curriculum Computing Programmes of Study for Key Stage 1	Computing systems and networks	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Making Music	Programming Quizzes
1.1 understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions												
1.2 create and debug simple programs												
1.3 use logical reasoning to predict the behaviour of simple programs												
1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content												
1.5 recognise common uses of information technology beyond school												
1.6 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												

KEY STAGE 2	Year 3						Year 4					
	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2
National Curriculum Computing Programmes of Study for Key Stage 2	Connecting Computers	Stop Frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs	The Internet	Audio Editing	Repetition in Shapes	Data Logging	Phot Editing	Repetition in Games
2.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts												
2.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output												
2.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs												
2.4 understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration												
2.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content												
2.6 select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information												
2.7 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact												