



## FORSBROOK PRIMARY SCHOOL KS1 COMPUTING CURRICULUM MAP



Key stage 1 Pupils should be taught to:

- 1. understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions**
- 2. create and debug simple programs**
- 3. use logical reasoning to predict the behaviour of simple programs**
- 4. use technology purposefully to create, organise, store, manipulate and retrieve digital content**
- 5. recognise common uses of information technology beyond school**
- 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.**



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### Early Years

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-safety	Engaging in Level 1 Digital Citizenship					
Computer Science	<b>Little Computers</b> (L.O: 4, 5)		<b>A is for Algorithm</b> (L.O: 1)		<b>Junior Explorers</b> (L.O: 2, 3)	
Digital Literacy		<b>Let's Celebrate</b> (L.O: 6)		<b>Art Attack</b> (L.O: 4)		<b>Fantastic Tales</b> (L.O: 6)
Information Technology						



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## Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-safety	Engaging in Level 1 Digital Citizenship					
Computer Science			Walking with Dinosaurs (L.O: 1, 2)		Crazy Creatures (L.O: 1, 2, 3)	
Digital Literacy		Pictures Tell a Thousand Words (L.O: 6)		Our Local area (IT) (L.O: 4, 6)		
Information Technology	Young Investigators (L.O: 4, 6)					App attack-games design (DL, CS) (L.O: 5, 6)

\* B. Brackets have been used to show that the topic covers that strand of Computing also.

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## Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>E-safety</b>	<b>Engaging in Level 1 Digital Citizenship</b>					
<b>Computer Science</b>			<b>Code-tastic</b> (L.O: 1, 2, 3)			<b>Let's fix IT/ Mythical creatures</b> (L.O: 2,3)
<b>Digital Literacy</b>				<b>Vehicles (IT)</b> (L.O: 4, 5, 6)	<b>Whatever the weather (IT)</b> (L.O: 4)	
<b>Information Technology</b>	<b>You've got mail (DL)</b> (L.O: 4, 5)	<b>Young Authors (DL)</b> (L.O: 6, *, **)				

**N.B. Brackets have been used to show that the topic covers that strand of Computing also.**

\* 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.

\*\* Use search technologies effectively.