St Peter's Computing Curriculum Overview

Year 1	
PUPIL NAME	
Strand	**Learning Objectives**	**OBJECTIVE MET DATE**

Computer Science		
HARDWARE	• We know what input and output means	
	• We can locate keys on a keyboard	
	• We can operate a camera and use QR scanners to open software/apps	
CODING	• We can solve unplugged problems and unplugged computing board games using decomposition	
	• We can predict the behaviour of simple programs	
	• We know what an algorithm is	
	• We can assemble instructions into a simple algorithm	
	• We can program Beebot / BigTrak	
	• We know what debugging means	
	• We can debug when things go wrong	
	*Additional enrichment content, above and beyond the National Curriculum PoS.	
Digital Literacy		
INTERNET SAFETY & DIGITAL RESPONSIBILITY	• We understand the importance of a password	
	• We can log in and out of our own accounts	
	• We know what to do if we see something on the internet that we shouldn't be seeing	

Information Technology	
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.	
SOFTWARE	• We can use basic tools to edit graphics	
	• We can take and edit photographs	
	• We can create digital art	
	• We can control a mouse by dragging, clicking and resizing elements	
	• We have understanding of a range of different software/apps	
EMAILS & INTERNET	• We can search and download images from the internet safely	
DATA	• We can put data into tables, charts and pictograms	
	• We can say why digital content can be better than using paper when storing and manipulating	
WIDER USE	• We recognise the common uses of IT, beyond school	

Author: S Bateman
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