Westhead Lathom St James' CE Primary School
Year 1/2 Computing

Questions to Develop Children's Spirituality in Computing:	How are we as humans different to computers? Does giving a computer a name make it a person? If a computer went home in your place would anyone notice? Why? What's different? What does it mean to be human? Do we every treat people like machines? Do you ever treat a computer/device as if it is more than just a machine? Can devices/computers break the rules/misbehave? What are the positives and negatives of the technology in our lives?
Development of the child:	Reasoning, enquiry, interpretation, critical mind and questioning.

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Topic: Digital Literacy **Units:** DL- Technology Around Us DL- Information Technology Around Us **Subject:** Computing	**Prior Knowledge/Links:** **Children should already:** • Know that technology is used for a range of purposes. • Know the names of different devices found in the home and classroom. • Recognise the most appropriate technology for a purpose.		
National Curriculum Objectives	**Key Knowledge and Vocabulary**		
• 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.	• Know and describe some uses of computers • Know some examples of computers • Know that a computer is a part of information technology • Know the purpose of information technology both in and outside of the home • Know how to move and resize images • Know how to open a file • Know that information technology can be connected • Know different uses of information technology • Know how to use information technology responsibly • Know the rules for keeping safe when using information technology	devices computer network internet world wide web information technology safety rules connection/connected	file folder organisation personal folder username password security

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Year 1/2 Computing

Topic: Computer Science **Units:** CS- Move a Robot CS- Robot Algorithms CS-Programming Animations CS-Programming Quizzes **Subject:** Computing	**Prior Knowledge/Links:** **Children should already:** • Know that technology is used for a range of purposes. • Know the names of different devices found in the home and classroom. • Recognise the most appropriate technology for a purpose. • Know how to programme a simple bot. • Know what the buttons on a bot do.		
National Curriculum Objectives	**Key Knowledge and Vocabulary**		
• 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. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	• Know which button on a device represents which action e.g. forward, back, left etc. • Know how to program a bot to follow a specific route. (Up to 6-7 steps) • Know how to plan out and enter a sequence of commands. • Know how to make simple predictions about an algorithm. • Know how to debug the program to improve the route. • Know how to programme a bot to achieve a more complex route e.g. avoiding obstructions, passing a specific point etc. • Know how to use simple block programming to complete a simple programme. (Scratch junior)	program instructions route order sequence rules debug algorithms predict/predictions	block programming commands

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Topic: Information Technology **Units:** IT- Digital Painting IT- Digital Photography IT- Grouping Data IT-Digital Writing IT-Pictograms IT-Making Music **Subject:** Computing	**Prior Knowledge/Links:** **Children should already:** • Know that technology is used for a range of purposes. • Know the names of different devices found in the home and classroom. • Recognise the most appropriate technology for a purpose. • Know how to use a simple word processor such as in 2simple. • Know how to use a keyboard to type letters and spaces. • Know how to create images using packages such as 2create. • Know how to log on to a computer. • Know how to navigate around the screen with a mouse. • Know how to type text. • Know how to find and open an app on a tablet.		
National Curriculum Objectives	**Key Knowledge and Vocabulary**		
• 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.	• Know and find keys on a keyboard • Know how to open a word processor • Know how to enter text into a computer • Know how to use backspace to remove text • Know where the toolbar is and use bold, italic, and underline • Know how to type capital letters using the shift key • Know how to change the font • Know how to select a word by double-clicking • Know how to select all of the text by clicking and dragging • Know how to use 'undo' to remove changes • Know how to capture digital photos and talk about my experience • Know and explain the process of taking a good photograph • Know why a photo looks better in portrait or landscape format • Know how to take photos in both landscape and portrait format • Know how to improve a photograph by retaking it • Know the effect that light has on a photo • Know how to focus on an object when capturing a photo • Know how to compare totals in a tally chart • Know how to record data in a tally chart	folder file save retrieve open edit backspace delete shift caps lock spacebar enter/return ctrl click double click select highlight capture image photograph	focus effects lighting conditions portrait landscape tally chart pictogram data music sounds pitch duration rhythm pattern

	• Know how to enter data onto a computer • Know how to use pictograms to answer simple questions about objects • Know how to use a tally chart to create a pictogram • Know some simple examples of why information should not be shared • Know how to safely share what I have found out using a computer • Know how to use a computer program to present information in different ways • Know how to create a rhythm pattern on a digital music app • Know how to connect images with sounds • Know how to use a computer to experiment with pitch and duration • Know how to refine my musical pattern on a computer • Know how to use a computer to create a musical pattern using three notes • Know how to save work into a personal folder • Know how to retrieve and open saved work		