Year 1 and 2 Curriculum Plan – Computing

	Autumn	Spring	Summer
Year 1	1. Computing systems and networks – Technology around us 2. Creating media – Digital painting	3. Programming A – Moving a robot 4. Data and information – Grouping data	5. Creating media – Digital writing 6. Programming B - Programming animations
Year 2	1. Computing systems and networks – IT around us 2. Creating media – Digital photography	3. Programming A – Robot algorithms 4. Data and information – Pictograms	5. Creating media - Digital music 6. Programming B - programming quizzes

Computing National Curriculum Expectations KS1	**Year 1**			**Year 2**		
	Autumn	Spring	Summer	Autumn	Spring	Summer
To understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions						
To create and debug simple programs						
To use logical reasoning to predict the behaviour of simple programs						
To use technology purposefully to create, organise, store, manipulate and retrieve digital content						
To recognise common uses of information technology beyond school						
To 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.						