

# **KS1 Stoke Hill Federation Computing Curriculum 2020**

Intent: by the end of KS1 children will have acquired the knowledge and skills for this subject, as set out below.

Implementation: we have allocated subject content to year groups. Curriculum delivery is typically planned weekly, although learning can be episodic. NOTE: for how learning in the Early Years prefaces learning in this subject see the EYFS curriculum documents.

Impact: we know that we will have delivered the curriculum successfully if children show us a thirst for knowledge and skills within computing, are everyday curious and delighted to learn.

Children in KS1 should be taught through <u>every unit</u> to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; to identify a range of ways to report concerns about content and contact

#### Wider uses of IT

• to recognise common uses of information technology beyond school

### **Word Processing**

• use technology purposefully to create, organise, store, manipulate and retrieve digital content

#### Coding

- 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

### **Online Safety**

- 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.





# **Year 1**Unit 1 Keyboard and Wider uses of IT

Year 2
Unit 1 Graphics/Coding 1





# Unit 2 Word Processing

Edit to read then change words or images on the computer. Save you save your work into a

storage file so you can find it again.

Rotate to turn something on the screen around.

**Cut** The cut command is used to remove text or images from the screen you are currently working on. 'Cut' moves the information to your virtual clipboard, where it is stored until it is overwritten by the next 'cut' or 'copy' command. Paste After something has been 'cut' you use the paste command to place the cut item into a file or document.

**Undo** is also known as the 'undo' command because you can cancel or reverse the last command you gave the computer.

**Share** is when you post or repost

Use technology purposefully to create, organize and store digital content

Use technology safely and respectfully, keeping personal information private

# Unit 2 Coding 2

**Instruction** a code in a program which defines and carries out an operation.

**Diagram** is a visual guide that explains how a process happens using boxes and arrows.

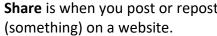
**Internet Safety** is a title used for a range of things you must do to keep yourself safe when online and also keep your computer safe from viruses.

**Selfie** a photo that you take of yourself using a device.

**Cyberbullying** or cyberstalking is a form of online bullying. This may include posting hurtful things about another person, or sending unwanted emails or messages.

Use logical reasoning to predict the behaviour of simple programs

Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.





# **Progression Document**



	2 77 97 97 107 107	260	
Forward is when you send an			
email from one person to			
someone else using your email.			
<u>Avatar</u> An avatar is an image that			
is used to represent a person			
online.			

Unit 3
Graphics/Word Processing

Manipulate to alter, edit, or

Unit 3 Coding 3

move text or data on a computer.		
Retrieve find or extract		
information stored in a		
computer.		
<b>File</b> a file is a document or image		
stored in a computer's memory		
or on a storage device		
<b>Document</b> is a file that can be		
edited by the application that		
created it, e.g. a word document.		
Image is a picture or photograph		
made and stored on a computer.		

Word process short texts/labels for a purpose Use a paint program to make marks using simple tools e.g. fill, colour, stamps Decision
When a computer is following a code or a program it will make a decision that depends on the commands it is given.
Error is where the compiler finds something wrong with your program and you need to change it so the program can run.
Bug a mistake in a computer program

**Debug** Debugging is checking the

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

