





Year One		Intent	Implementation	Impact	
		<p>It is our intention to create a Computing curriculum that encourages children to become masters of technology. Technology is everywhere and will play a pivotal part in students' lives. Therefore, we want to model and educate our pupils on how to use technology positively, responsibly and safely. We encourage staff to try and embed computing across the whole curriculum to make learning creative and accessible. We want our pupils to be fluent with a range of tools to best express their understanding and hope by Upper Key Stage 2, children have the independence and confidence to choose the best tool to fulfil the task and challenge set by teachers.</p>	<p>In ensuring high standards of teaching and learning in computing, we implement a curriculum that is progressive throughout the whole school. The school gives full coverage of, 'The National Curriculum programmes of study and 'Understanding of the World' in the EYFS. Teachers will build on children's knowledge and understanding by using knowledge organisers. They will equip children with the skills to become digitally literate, where they are able to use, and express themselves and develop their ideas through information and communication technology. Teachers will consider the use of Computing throughout the curriculum where skills will be taught both discretely and across the curriculum subjects, supporting other areas of learning across the school.</p>	<p>The impact and measure of this is to ensure children not only acquire the appropriate age related knowledge linked to the computing curriculum, but also skills which equip them to progress from their age related starting points, and within their everyday lives. Children will be confident users of technology, able to use it to accomplish a wide variety of goals, both at home and in school. They will have a secure and comprehensive knowledge of the implications of technology and digital systems. This is important in a society where technologies and trends are rapidly evolving.</p>	
AUTUMN TERM		SPRING TERM		SUMMER TERM	
<p><b>Digital Literacy</b> I can agree and follow sensible e-Safety rules.</p>	<p><b>Computer Science</b> I can give instructions to my friend (using forward, backward and turn) and physically follow their instructions.</p>	<p><b>Information Technology</b> I can develop correct use of the keyboard (e.g. spacebar, backspace, delete, shift (not caps lock) and enter keys).</p>	<p><b>Information Technology</b> I can save and open files on the device I use.</p>	<p><b>Digital Literacy</b> I can send an email, using a subject heading, to a known member of the school community e.g. another class teacher.</p>	<p><b>Information Technology</b> I can develop classification skills by carrying out sorting activities.</p>
<p><b>Digital Literacy</b> I can keep personal information safe.</p>	<p><b>Computer Science</b> I can tell you the order I need to do things to make something happen and talk about this as an algorithm.</p>	<p><b>Information Technology</b> I can use the keyboard on my device to add, delete and space text for others to read.</p>	<p><b>Information Technology</b> I can save and store work in an appropriate area, and be able to print, retrieve and amend it.</p>	<p><b>Digital Literacy</b> I can open and reply to an email from a known person.</p>	<p><b>Information Technology</b> I can use simple graphing software to produce pictograms and other basic tables, charts or graphs.</p>



					I can use graphing software to enter data and change a graph type, e.g. pictogram to bar chart.
<p><b>Digital Literacy</b> I can use technology safely.</p> <p>I can use technology respectfully.</p>	<p><b>Computer Science</b> I can program a robot or software to do a particular task.</p> <p>I can look at my friend's program and tell you what will happen.</p>	<p><b>Information Technology</b> I can select text appropriately e.g. highlighting or clicking text to select.</p>	<p><b>Information Technology</b> I can insert an image to a document and begin to make changes to images e.g. cropping using basic tools.</p>	<p><b>Digital Literacy</b> I can contribute to a blog, journal or forum.</p>	<p><b>Information Technology</b> I can sort and classify a group of items by asking simple yes / no questions. This may take place away from the computer, e.g. a 'Guess Who' game.</p>



### Key Stage One National Curriculum Aims

**Computer Science**

- 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.

**Information Technology**

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

**Digital Literacy**

- 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.