COMPUTING COMPOSITE KNOWLEDGE COVERAGE
KEY STAGE 1

Intent: Introduce learners to computer science activities building confidence and enjoyment in their use of digital technology providing them with building blocks for future leaning

		CYCLE A - 2025-2026	CYCLE B - 2026-2027	Running throughout each cycle
Autumn	1	• Digital Literacy **Topic: Technology Around Us** *Using 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. Recognise common uses of technology beyond school.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	• Digital Literacy **Topic: Technology Around Us** *Using 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. Recognise common uses of technology beyond school.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	• Information Technology *Using technology purposefully to create, organise, store, manipulate, and retrieve digital content* • Digital Literacy *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* *Recognise common uses of technology beyond school*
	2	• Digital Literacy **Topic: Digital Art** *Using technology purposefully to create, organise, store, manipulate, and retrieve digital content.* ***National Curriculum coverage to be taught at differentiated Developmental steps***	• Digital Literacy **Topic: Digital Music** *Using technology purposefully to create, organise, store, manipulate, and retrieve digital content.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	
Spring	1	• Information Technology **Topic: Digital Working** *Using 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.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	• Information Technology **Topic: Pictograms** *Using technology purposefully to create, organise, store, manipulate, and retrieve digital content.* ***National Curriculum coverage to be taught at differentiated Developmental steps***	
	2	• Information Technology **Topic: Data** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping*	• Computer Science **Topic: Programming Quizzes** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully,*	

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		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. ***National Curriculum coverage to be taught at differentiated Developmental steps.***	*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* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	
Summer	**1**	• Computer Science **Topic: Animation** *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.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	• Digital Literacy **Topic: Digital Photography** *Using 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. Recognise common uses of technology beyond school.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	
	2	• Computer Science **Topic: Robots!** *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.* ***National Curriculum coverage to be taught at differentiated Developmental steps***	• Computer Science **Topic: Robots!** *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.* ***National Curriculum coverage to be taught at differentiated Developmental steps.***	

		Key Stage 1 Mapping CYCLE A (2025-2026)					
		Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
ASPIRATION FOR LIFE ***Preparation for Adulthood (PfA)*** ***(WHY?)***		**Employment/HE** Become familiar with digital devices and build confidence in their use **Staying Healthy** Stay safe when using digital devices	**Employment/HE** Develop creativity with digital tools	**Employment/HE** Learn how to use a computer to write	**Employment/HE and Independent Living** Learn how to organise information and objects in useful ways	**Employment/HE** Develop digital creativity **Staying Healthy and Community Participation** Express thoughts and feelings	**Independent Living** Begin to build knowledge around instructions and actions
LEARNING FOR LIFE ***Composite & Component Knowledge Focus / Objective*** ***(WHAT?)***		**Technology around us** *Find out more about the digital devices around us how they help us and the ways we can use them safely*	**Digital Art** *Use tools within a program to create art and compare digital art to non-digital art*	**Digital Working** *Using a computer or digital device to create, format and read 'text' and compare to 'writing' non-digitally*	**Data** *Labelling and sorting*	**Animation** *Moving characters to tell stories*	**Robots!** *Learn about robots and how they work*
IMPLEMENTATION ***Weekly focus & sequenced learning (WHAT & WHEN?)***	**1**	Technology in our classroom	How can we paint using computers?	Using a computer to 'write' – What do we use	What does organise mean?	What is animation?	Buttons
	2	Technology in our classroom	Making Digital Marks	Navigating a keyboard	Labelling	How can we make pictures move? Non-digital	Buttons
	3	Using a computer responsibly	Making pictures using shapes	Navigating a keyboard	Sorting into groups	How can we make pictures move? Non-digital	Directions
	4	Using a computer responsibly	Getting Colourful	Digital Pictures and Words – exploring online books	Making Lists	How can we make pictures move? Digital	Directions
	5	Technology in everyday places	Comparing painting on a computer and paper	Story writing -using choose-it to create a class story	Ordering	How can we make pictures move? Digital	Directions

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	Key Stage 1 Mapping CYCLE A (2025-2026)					
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
6	Technology in everyday places	Creative Session	Story writing	Comparing	Creative Session (Assessment)	Routes
IMPLEMENTATION ***Models and Scaffolds (strategies and resources to support learning) (HOW?)***	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Technology treasure hunts Opportunities to explore items of technology around school e.g. washing machine, photocopier, microwave ChildNet: Smartie the Penguin, Hanni and the Magic Window Online safety story books: Chicken Clicking, Digiducks Big Decision Jessie & Friends Animations Teachcomputing.org BBC bitesize	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Mark making activities using touchscreen technology Choice making – choice boards Opportunities to create art on iPads or smartboard Helpkidzlearn Experimental Play activities (custard splodger, spray art) Tangrams Drawing apps - Draw by simple shapes and lines, Colouring & Drawing for kids+, whiteboard: just draw together, Draw with shapes, Bord, Bug Art, Drawing Pad BBC Bitesize	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Cause and effect with keyboards (simple one button games e.g.: super ski jump, dino runner, flappy bird) Helpkidzlearn (Create a Scene – Farm Yard, Musical Jam, Railway Express, Sunny Street) Letter matching activities Text vs picture Choose-it Maker Mark Making Online books Picture based writing apps Abcya.com wordclouds	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Teachcomputing.org (1.4) BBC Bitesize Smartboard activities Practical sorting & grouping activities (non-digital) Role Playing - supermarket	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Scratch Jnr Zoetrope, thaumatropes, and flip books Apps: Animation Kit, Tellagami, Puppet Pals, Talking Tom	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Role Play Robots Bee-bots and navigational aids Teachcomputing.org (1.3)
LANGUAGE FOR LIFE ***Vocabulary, Signs & Symbols (WHAT VOCABULARY?)***	Stranger Danger Technology	Picture Draw Colour Shapes	Write Text Picture Story	Computer Sort List Group	Image Animate Move	Buttons Forward Backward Instruction
IMPACT ***How will we assess progress? (HOW DO WE KNOW?)***	• *Small Steps to Success* • *Small Steps to Independence* • *Evidence for Learning* • *Books* • *Learner voice*					

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		Key Stage 1 Mapping CYCLE B (2026-2027)					
		Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
ASPIRATION FOR LIFE ***Preparation for Adulthood (PfA)*** ***(WHY?)***		**Employment/HE** Become familiar with digital devices and build confidence in their use **Staying Healthy** Stay safe when using digital devices	**Employment/HE** Develop creativity with digital tools	**Employment/HE** Learn how to collect and present data	**Employment/HE and Independent Living** Learn how to organise information and objects in useful ways	**Employment/HE** Develop digital creativity **Staying Healthy and Community Participation** Develop understanding that not all images are 'real'	**Independent Living** Begin to build knowledge around instructions and actions
LEARNING FOR LIFE ***Composite & Component Knowledge Focus / Objective*** ***(WHAT?)***		**Technology around us** *Identifying IT and how using it responsibly improves our lives in school and our wider communities*	**Digital Music** *Using computers to explore rhythms and melodies*	**Pictograms** *Collecting and presenting simple data using a computer*	**Programming Quizzes** *Using algorithms and programs to make a simple quiz*	**Digital Photography 2.2** *Capturing and changing digital photographs*	**Robots! 2.3** *Learn about robots and how they work*
IMPLEMENTATION ***Weekly focus & sequenced learning (WHAT & WHEN?)***	**1**	What is Technology – difference between technology and non-technology items we use in our classroom	Exploring how music makes us feel?	Counting and comparing	Sequences	Taking photographs	Buttons
	2	Technology in our classroom	Rhythm and pattern	Counting and comparing	Outcomes	Taking photographs – what makes a good photograph	Giving Instructions
	3	Computer Skills – Using switches, touchscreens, mouse & keyboard	How music can be used	Entering data	Sequences	'Effects'	The same but different
	4	Computer Skills – Using switches, touchscreens, mouse and keyboard	Note and Tempo	Creating pictograms	Outcomes	'Effects'	Predictions
	5	Finding technology in everyday places	Creative Session	Attributes	Simple quizzes	Is it real?	Mats and routes

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	Key Stage 1 Mapping CYCLE B (2026-2027)					
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
6	Using technology in everyday places	Creative Session	Comparing people	Quiz Project – simple yes/no	Creative Session (Assessment)	Mats and routes
IMPLEMENTATION ***Models and Scaffolds (strategies and resources to support learning) (HOW?)***	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad, desktop, laptop or smartboard activities. Google slides / powerpoint Technology treasure hunts Opportunities to explore items of technology around school e.g. washing machine, photocopier, microwave ChildNet: Smartie the Penguin, Hanni and the Magic Window Online safety story books: Chicken Clicking, Digiducks Big Decision Jessie & Friends Animations Teachcomputing.org (2.1)	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Music making activities using touchscreen technology Chrome Music Lab Choice making – choice boards Opportunities to create music on iPads or smartboard BBC Ten Pieces Teachcomputing.org (2.5)	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad, laptop/desktop or smartboard activities. J2data Pictogram j2e pictogram j2e chart Teachcomputing.org (2.4)	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. ScratchJr Teachcomputing.org (2.6)	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad, laptop/desktop or smartboard activities. Digital cameras Photo editing software / apps Teachcomputing.org (2.2)	Through discreet computing lessons with cross-curricular links where appropriate Access to iPad or smartboard activities. Role Play Robots Bee-bots and navigational aids Teachcomputing.org (2.3)
LANGUAGE FOR LIFE ***Vocabulary, Signs & Symbols (WHAT VOCABULARY?)***	Stranger Danger Technology Switch Mouse Keyboard	Rhythm Tempo Pattern Notes Music Digital	Data Tally Pictogram	Computer Command Start	Photograph Edit Effect Real Fake	Buttons Forward Backward Instruction Task

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	Key Stage 1 Mapping CYCLE B (2026-2027)					
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
IMPACT ***How will we assess progress?*** ***(HOW DO WE KNOW?)***	• *Small Steps to Success* • *Small Steps to Independence* • *Evidence for Learning*	• *Books* • *Learner voice*	•		•	

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