## Year I computing curriculum

	Autumn l	Autumn 2	Spring l	Spring 2	Summer l	Summer 2
E-safety unit to be taught for first computing lesson each half term	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
Computing unit	Computer systems and networks : Technology around us	Creating media : Digital Imagery	Programming : Algorithms unplugged	Programming : Beebots	Data and information : grouping data	Rocket to the moon
Planning scheme	https:// teachcomputing.org /curriculum/key- stage-1/computing- systems-and- networks- technology-around- us	Карош	Карош	Карош	https:// teachcomputing.org/ ourriculum/key- stage-1/data-and- information-grouping- data	Kapow
Objectives covered	To identify technology	To understand and create a sequence of pictures	To understand what an algorithm is	To explore a new device	To label objects	To recognise that digital content can be represented in many forms
	To identify a computer and its main parts	To take clear photos	To follow instructions precisely to carry out an action	To create a demonstration video	To identify that objects can be counted	To design a rocket
	To use a mouse in different ways	To edit photos	To understand that computers and devices around us use inputs and outputs	To plan and follow a set of instructions precisely	To describe objects in different ways	To sequence a set of instructions
	To use a keyboard to type on a computer	To search and import images	To understand and be able to explain what decomposition is	To program a device	To count objects with the same properties	To build a rocket
	To use the keyboard to edit text	To create photo collage	To know how to debug an algorithm.	To create a program	To compare groups of objects	To add data to a table or spreadsheet
	To create rules for using technology responsibly				To answer questions about groups of objects	

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