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| --- | --- | --- | --- | --- | --- | --- |
| **KEY STAGE 1 COMPUTING OBJECTIVES COVERAGE** | | | | | | |
|  | **1** | **2** | **3** | **4** | **5** | **6** |
| **YEAR 1** | | | | | | |
| Wonderful World | **√** | **√** |  | **√** |  | **√** |
| Plains, Trains and Automobiles |  |  |  | **√** | **√** | **√** |
| All Creatures Great and Small |  |  |  | **√** | **√** | **√** |
| **YEAR 2** | | | | | | |
| From Hanley to Hackney |  |  |  | **√** | **√** | **√** |
| Out of India |  |  |  | **√** |  | **√** |
| The Twits | **√** | **√** | **√** | **√** |  | **√** |
| Harry Potter (Grove transition unit) | **√** | **√** | **√** | **√** |  | **√** |

**Key Stage 1 Computing Objectives**

Pupils should be taught to:

1. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
2. Create and debug simple programs
3. Use logical reasoning to predict the behaviour of simple programs
4. Use technology purposefully to create, organise, store, manipulate and retrieve digital content
5. Recognise common uses of information technology beyond school
6. 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