

Key stage 1 National Curriculum:		Accessed over the 2 year cycle
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	4
1.2	create and debug simple programs	4
1.3	use logical reasoning to predict the behaviour of simple programs	4
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content	10
1.5	recognise common uses of information technology beyond school	5
1.6	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.	5

Year 1 and 2 Key Stage 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Cycle A</b>	Computing systems and networks – Technology around us.	Creating media – Digital painting	Programming A – Moving a robot using BeeBots.	Data and information – Grouping data	Creating media – Digital Writing	Introduction to Animation
National Curriculum coverage:	1.4. 1.5. 1.6	1.4.	1.1. 1.2 1.3 1.5.	1.4. 1.6	1.4. 1.6	1.1. 1.2. 1.3. 1.4.
<b>Cycle B</b>	Computing systems and networks – IT around us	Creating media – Digital Photographs	Programming A – Robot Algorithms.	Data and information – Pictograms	Creating media – Making music	An introduction to quizzes
National Curriculum coverage:	1.4. 1.5. 1.6	1.4. 1.5. 1.6	1.1. 1.2. 1.3. 1.4. 1.5.	1.4.	1.4.	1.1. 1.2. 1.3.