	Year 1			Year 2		
Term	Autumn	Spring	Summer	Autumn	Spring	Summer
Topic	**All Creatures Great and Small** Technology around us **Once upon a time** Photography	**Where in the World** Programming animations **Ready steady grow** Digital painting	**Superheroes** Moving a robot **Near and Far** Grouping data	**All Creatures Great and Small** Computer systems and networks **Once Upon a Time** Making music	**Where in the world?** Click and Go Scratch Junior **You're Bananas** Digital Writing	**Pioneers** Robot Algorithms **Near and Far** Pictograms
Computing overview	Pupils should be taught to: - 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 - Use technology purposefully to create, organise, store, manipulate and retrieve digital content - 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					
Computer Science (Programming; Data & Information)	I can understand and create algorithms (steps or rules as instructions, e.g. how to make a sandwich)	I can understand and create algorithms I understand that algorithms must be precise	I can place items into groups I can decide on labels for groups	I can enter data into a computer system	I can predict the behaviour of simple programs I can create and run a program (an algorithm or multiple algorithms that can be understood by a computer) I can enter data into a computer system I can use a computer to present data I can find answers to questions by looking at data	I can predict the behaviour of simple programs I can create and run a program (an algorithm or multiple algorithms that can be understood by a computer) I can debug (find and fix a problem) within a simple program I can enter data into a computer system I can use a computer to present data

						I can find answers to questions by looking at data I can explain why I should always ask a trusted adult before I share any information about myself online.
Information technology	I can identify examples of technology in the classroom I can use apps or websites to aid my learning I can move a cursor with a mouse or trackpad and click on an icon	I can move a cursor with the trackpad and click on an icon I can save and retrieve work that I have produced (includes auto-save) I can use an app or website to make graphical marks or pictures	I can choose letters on a keyboard to create words I can save and retrieve work that I have produced (includes auto-save	I can identify information technology in the school, home, and beyond I can create rules for using technology safely Understand that **digital devices** run programs that have been created by humans. I can create audio using digital technology I can edit and adjust audio using digital technology	I can use technology to capture and manipulate (position, re-size, rotate) photos as part of a piece of work I can describe ways in which people might make themselves look different online	
Digital literacy		I can use apps or websites to aid my Learning	I can save and retrieve work that I have produced (includes auto-save) I can move a cursor with the trackpad and click on an icon	Understand that **emails** and other digital communications can be sent and received from various types of digital device. Demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).	I can save and retrieve work that I have produced (includes auto-save) I can move a cursor with the trackpad and click on an icon I can explain why I should always ask a trusted adult before I share any information about myself online.	**Type** and **edit** text. Use **two-finger scrolling** on a touchpad. Use **technology** to capture and manipulate (position, re-size, rotate) photos as part of a piece of work.

Online safety Digital Learning Cornwall Project Evolve strands	Self-image and Identity: If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust. Online reputation: I can describe what information I should not put online without asking a trusted adult first.	Online bullying: I can describe how to behave online in ways that do not upset others Managing online information: I can identify devices I could use to access information on the internet.	Health, well-being and lifestyle: I can explain rules to keep us safe when we are using technology both in and beyond the home. Privacy and Security: I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location). Copyright and ownership: I can name my work so that others know it belongs to me.	Self-image and Identity: I can describe ways in which people might make themselves look different online. Online relationships: I can explain some risks of communicating online with others. I don't know well. Online reputation: I can explain how information put online about me can last for a long time.	Online bullying: I can describe how to behave online in ways that do not upset others Managing online information: I can demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections). Health, well-being and lifestyle: I can create rules for using technology safely	Privacy and Security: I can explain why I should always ask a trusted adult before I share any information about myself online. Copyright and ownership: I can recognise that content on the internet may belong to other people.
Impact/key assessment criteria:	Through the above topics, knowledge and skills a Year 1 computer user will: - know how to create a series of instructions - Know how to plan a journey for a programmable toy - Create, store and retrieve digital content - Use a website and a camera - Record sound and play it back - Use technology safely - Keep personal information safe			Through the above topics, knowledge and skills a Year 2 computer use will: - Use a range of instructions - Test and amend a set of instructions - Find errors and amend (debug) - Write a simple program and test it - Predict what the outcome of a simple program will be (logical reasoning) - Understand that algorithms are used on digital devices - Understand that programs require precise instructions - Organise, retrieve and manipulate digital content - Navigate the web to complete simple searches - Use technology respectfully - Know where to go for help if they are concerned - Know how technology is used in school and outside of school		