

Year 1		Computing		Provision Audit across the Year/Key Stage
Autumn		Spring	Summer	Computing
<p>1st half</p> <p>Logging on and off, mouse control, navigation skills, opening and closing programmes, keyboard skills.</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>2nd half</p> <p>login on and off, mouse control, navigation skills, opening and closing programmes, keyboard skills.</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content 	<p>1st and 2nd half</p> <p>Accessing google and search engines. Touch-typing and using space bar, enter, delete, caps lock. Using paint and dazzle programme to create spring pictures. Using microsoft Word to change font type, colour, style, size. SUMDOG.</p> <ul style="list-style-type: none"> Use 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 	<p>1st and 2nd half</p> <p>Creating folders and adding and removing items. Using the copy and paste function. SUMDOG. Simple scratch pictures. Bee-bots and programming, following routes and maps and directions. Looking at and creating photos and greetings cards using various programmes.</p> <ul style="list-style-type: none"> 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 	<p>Purpose of study</p> <p>A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.</p> <p>Aims</p> <p>The national curriculum for computing aims to ensure that all pupils:</p> <ul style="list-style-type: none"> can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems are responsible, competent, confident and creative users of information and communication technology <p>KS1</p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> 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 	