Highgate Primary Year I Computing Curriculum

Understanding Technology/Digital Literacy	Programming	Digital Citizenship and e-safety
In Year I, children recognise and give examples of common uses of information and communication technology they encounter in their daily routine. With adult guidance, children use a range of technology to	Pupils create, debug and implement instructions (simple algorithms) as programs on a range of digital devices. Pupils understand that digital devices follow precise and unambiguous instructions.	Pupils are becoming increasingly aware of content, contact and conduct benefits and risks, how to manage them safely and where to go for help and support when they have concerns or feel unsafe, worried or upset.
 enhance and present their learning. Within both specific computing lessons and cross-curricular contexts, pupils are taught to: Enquire with purpose, accessing digital content such as text, still and moving images and audio Collect data (e.g. numerical, research facts etc.) which they are able to retrieve, store and present in graphs, tables and 	Pupils understand that digital devices can simulate real situations.	They are beginning to develop a better understanding of their own and others' 'identity' (including online), the importance of keeping personal information private and of seeking permission before sharing. They check with an adult before clicking on pop ups, notifications or dialogue boxes. They increasingly use a range of digital devices to communicate safely and respectfully online, making links to
 charts Present and communicate their learning to others in a variety of ways using text, still images, video and audio, including combining two or more of these mediums 		positive behaviour in the physical world.

Autumn I The World through our Senses	Autumn 2 Celebrations	Spring I Whatever the Weather	Spring 2 Toys Lam a journalist	Summer I Amazing Architects Floor robots	Summer 2 Flowers and Insects Searching the Internet
 What is a computer? Introduce computer and peripherals: screen, keyboard, mouse, printer Children practice moving a mouse and pressing keys. Playing Card Maze 7 x 7 grid of cards stuck to floor with toys and obstacles. Children instruct toy on route to target Children follow instructions to target Instructions given one at a time Pause for People Jessie & Friends: Episode I KSI E-safety assembly 	Happy Holidays Create a card using paint on iPads Picture sequencing Children arrange a sequence of images in the correct order Getting dressed Making a sandwich Media Balance Is Important Barefoot Computing: 'Safety Snakes'	 Playing card maze. 7 x 7 grid of cards with toys and obstacles. Children instruct on route to target Children follow instructions to target Instructions given in groups as appropriate (3 instructions at a time etc.) Media Balance Is Important Fact Detectives! KST E-safety assembly 	 Children report on a toy. Teacher records using iMovie. Children review and evaluate Safety in My Online Neighbourhood Jessie & Friends: Episode 2 Book: chicken clicking 	Reach a target destination — exploratory Media Balance Is Important Smartie the Penguin (Lesson Plan) What are our safety rules?	 Children use ipads to search for an insect. Press and hold image to save to gallery. Access gallery and find picture. Floor robots complete a set task Record instructions and debug programs. Media Balance Is Important Jessie & Friends: Episode 3