



**Year 1 and 2**  
**Computing Curriculum**  
**Unit Overviews**

<b>Questions to Develop Children's Spirituality in Computing:</b>	How are we as humans different to computers? Does giving a computer a name make it a person? If a computer went home in your place would anyone notice? Why? What's different? What does it mean to be human? Do we every treat people like machines? Do you ever treat a computer/device as if it is more than just a machine? Can devices/computers break the rules/misbehave? What are the positives and negatives of the technology in our lives?
<b>Development of the child:</b>	Reasoning, enquiry, interpretation, critical mind and questioning.

<p><b>Topic:</b> Digital Literacy Y1/2 <b>Subject:</b> Computing</p>	<p><b>Children should already:</b></p> <ul style="list-style-type: none"> <li>• Know that technology is used for a range of purposes.</li> <li>• Know the names of different devices found in the home and classroom.</li> <li>• Recognise the most appropriate technology for a purpose.</li> </ul>
<p><b>National Curriculum Objectives</b></p> <ul style="list-style-type: none"> <li>• Use technology safely and respectfully, keeping personal information private.</li> <li>• Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</li> </ul>	<p><b>Key Knowledge and Vocabulary</b></p> <ul style="list-style-type: none"> <li>• Know that the internet is accessed all over the world and know which devices can connect to the internet.</li> <li>• Know devices that enable direct communication between people through images and text.</li> <li>• Know what personal information is and that they should never share this with anyone they don't know.</li> <li>• Know why they should not be sharing personal information online.</li> <li>• Know that they should always ask a responsible adult if they want to use a device or access the internet.</li> <li>• Know that they should tell a trusted adult if they are upset or worried about anything on a device.</li> <li>• Know that websites can be explored using buttons, menus and hyperlinks.</li> <li>• Know each website has a unique address.</li> <li>• Know that not all information found online is accurate or useful.</li> <li>• Know they can find information online by using a search engine using key words.</li> </ul>

<p><b>Topic:</b> Information Technology Y1/2 <b>Subject:</b> Computing</p>	<p><b>Prior Knowledge/Links:</b> <b>Children should already:</b></p> <ul style="list-style-type: none"> <li>• Know that technology is used for a range of purposes.</li> <li>• Know the names of different devices found in the home and classroom.</li> <li>• Recognise the most appropriate technology for a purpose.</li> <li>• Know how to use a simple word processor such as in 2simple.</li> <li>• Know how to use a keyboard to type letters and spaces.</li> <li>• Know how to create images using packages such as 2create.</li> <li>• Know how to log on to a computer.</li> <li>• Know how to navigate around the screen with a mouse.</li> <li>• Know how to type text.</li> <li>• Know how to find and open an app on a tablet.</li> </ul>
<p><b>National Curriculum Objectives</b></p> <ul style="list-style-type: none"> <li>• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>• Recognise common uses of information technology beyond school.</li> </ul>	<p><b>Key Knowledge and Vocabulary</b></p> <p>Know how to log on to a computer.          Know how to save, retrieve and print work.          Know why we save our work in our own folders.          Know why we shouldn't be accessing other people's folders.          Know how to type using a keyboard including capital, punctuation and spaces.          Know how to edit text using the backspace or delete keys.          Know how to add images.          Know how to combine text and simple graphics.          Know how to paint with different colours and brushstrokes.          Know how to use tools such as brush, pen, shape and fill.          Know how to take a photograph with a camera or tablet.          Know how to insert photographs taken into a document.          Know how to capture video.          Know how to play back a video recording.          Know how to search a simple database.          Know how to add information to a database.          Know how to collect and record data purposefully.          Know how to present data in a bar chart.</p>

<p><b>Topic:</b> Computer Science Y1/2 <b>Subject:</b> Computing</p>	<p><b>Children should already:</b></p> <ul style="list-style-type: none"> <li>• Know that technology is used for a range of purposes.</li> <li>• Know the names of different devices found in the home and classroom.</li> <li>• Recognise the most appropriate technology for a purpose.</li> <li>• Know how to programme a simple bot.</li> <li>• Know what the buttons on a bot do.</li> </ul>
<p><b>National Curriculum Objectives</b></p> <ul style="list-style-type: none"> <li>• Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>• Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.</li> </ul>	<p><b>Key Knowledge and Vocabulary</b></p> <p>Know which button on a device represents which action e.g. forward, back, left etc.</p> <p>Know how to program a bot to follow a specific route. (Up to 6-7 steps)</p> <p>Know how to plan out and enter a sequence of commands.</p> <p>Know how to make simple predictions about an algorithm.</p> <p>Know how to debug the program to improve the route.</p> <p>Know how to programme a bot to achieve a more complex route e.g. avoiding obstructions, passing a specific point etc.</p> <p>Know how to use simple block programming to complete a simple programme. (Scratch junior)</p>