

National Curriculum Coverage	1. understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	2. create and debug simple programs	3. use logical reasoning to predict the behaviour of simple programs	4. use technology purposefully to create, organise, store, manipulate and retrieve digital content	5. use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet	6. Recognise common uses of information technology beyond school				
Topic Theme / Year Group / Term	<p>CODE.ORG - AUTUMN</p> <p>INSTRUCTIONS ON HOW TO GROW A SUNFLOWER - Y1 - AUTUMN (UNPLUGGED)</p> <p>INSTRUCTIONS LINKED TO STORIES BY THE SAME AUTHOR - AUTUMN (UNPLUGGED)</p> <p>Y1 - BEEBOT APP - SPRING</p> <p>Y1 - KODABLE APP - SPRING</p> <p>Y2 - A.L.E.X APP - SPRING</p> <p>Y2 - SCRATCH JR APP - SPRING</p>	<p>CODE.ORG - AUTUMN</p> <p>Y1 - BEEBOT APP - SPRING</p> <p>Y1 - KODABLE APP - SPRING</p> <p>Y2 - A.L.E.X APP - SPRING</p> <p>Y2 - SCRATCH JR APP - SPRING</p>	<p>CODE.ORG - AUTUMN</p> <p>Y1 - BEEBOT APP - SPRING</p> <p>Y1 - KODABLE APP - SPRING</p> <p>Y2 - A.L.E.X APP - SPRING</p> <p>Y2 - SCRATCH JR APP - SPRING</p>	<p>BOOK CREATOR APP - for a minimum of 1 topic</p> <p>Y2 + Y1 - PUPPET PALS APP - SPRING</p>	<p>E-SAFETY WEEK - SUMMER TERM</p> <p>CODE.ORG - AUTUMN</p> <p>CIRCLE TIME</p> <p>Y1 + Y2 - BLOGS - SUMMER TERM</p>	<p>TRIP FOR KS1 TO THE LIBRARY TO LOOK AT COMPUTER SYSTEMS - SPRING TERM</p> <p>Y2 - LACKERDAY, LAKERDAY - SUMMER (TALK ABOUT TECHNOLOGY MR GRINLING NEEDS IN HIS BOAT)</p> <p>Y1 + Y2 - BLOGS - SUMMER TERM</p> <p>DOJO</p>				
Curriculum Coverage										

Walbottle Primary School Schemes of Work Overview Class 1 (Y1) and Class 2 (Y1/2) (Key Stage 1) Computing