KS1 Stoke Hill Federation Computing Curriculum 2020

Intent: by the end of KS1 children will have acquired the knowledge and skills for this subject, as set out below.
Implementation: we have allocated subject content to year groups. Curriculum delivery is typically planned weekly, although learning can be episodic. NOTE: for how learning in the Early Years prefaces learning in this subject see the EYFS curriculum documents.
Impact: we know that we will have delivered the curriculum successfully if children show us a thirst for knowledge and skills within computing, are everyday curious and delighted to learn.

Children in KS1 should be taught through every unit to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; to identify a range of ways to report concerns about content and contact

Wider uses of IT
- to recognise common uses of information technology beyond school

Word Processing
- use technology purposefully to create, organise, store, manipulate and retrieve digital content

Coding
- 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

Online Safety
- 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.

Tier 3 vocabulary - <u>bold underlined</u>
Tier 2 vocabulary - **bold**

National Curriculum 2014
Stoke Hill Infant and Nursery Curriculum 2020

Year 1
Unit 1 *Keyboard and Wider uses of IT*

Year 2
Unit 1 *Graphics/Coding 1*

Vocabulary	Skills	Vocabulary	Skills
Device an object or machine that has been invented to fulfil a purpose. **Technology** using our scientific knowledge to invent and create new things. **Internet** is a global network that provides information and communication. **World Wide Web** The world wide web, also known as the web, or www, is all of the pages and websites you can see on your computer. **Information** data as processed, stored, or transmitted by a computer. **Online** The term "online" refers to a user, computer, or device that is connected to the internet, or a network. **Password** A password is a word, phrase, or string of characters that a user keeps secret and uses to log into a program.	To use 2 hands to type and achieve basic keyboard familiarity Change font, size colour Use caps lock, backspace Word process a name label for a purpose Recognise common uses of information technology beyond school Learn to safely 'search' using a key word Use back button, hyperlinks, menus to navigate a website Use technology safely and respectfully, keeping personal information private Understand how to use and keep private a password	**Crop** is a tool to cut down the size of an image, it is most useful when you are adding an image to a document. **Programme** a computer program is a collection of instructions or algorithms designed to simplify processes **Algorithm** an algorithm is a set of instructions that are completed in order to achieve a task.	Achieve keyboard familiarity Begin to use photos e.g. crop, enlarge/shrink/rotate Import Graphics Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

Tier 3 vocabulary - bold underlined
Tier 2 vocabulary - **bold**

Unit 2
Word Processing

Unit 2
Coding 2

Edit to read then change words or images on the computer. **Save** you save your work into a storage file so you can find it again. **Rotate** to turn something on the screen around. **Cut** The cut command is used to remove text or images from the screen you are currently working on. 'Cut' moves the information to your virtual clipboard, where it is stored until it is overwritten by the next 'cut' or 'copy' command. **Paste** After something has been 'cut' you use the paste command to place the cut item into a file or document. **Undo** is also known as the 'undo' command because you can cancel or reverse the last command you gave the computer. **Share** is when you post or repost (something) on a website.	Use technology purposefully to create, organize and store digital content Use technology safely and respectfully, keeping personal information private	<u>**Instruction**</u> a code in a program which defines and carries out an operation. **Diagram** is a visual guide that explains how a process happens using boxes and arrows. <u>**Internet Safety**</u> is a title used for a range of things you must do to keep yourself safe when online and also keep your computer safe from viruses. <u>**Selfie**</u> a photo that you take of yourself using a device. <u>**Cyberbullying**</u> or cyberstalking is a form of online bullying. This may include posting hurtful things about another person, or sending unwanted emails or messages.	Use logical reasoning to predict the behaviour of simple programs Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Forward is when you send an email from one person to someone else using your email. **Avatar** An avatar is an image that is used to represent a person online.			

Unit 3
Graphics/Word Processing

Unit 3
Coding 3

Manipulate to alter, edit, or move text or data on a computer. **Retrieve** find or extract information stored in a computer. **File** a file is a document or image stored in a computer's memory or on a storage device **Document** is a file that can be edited by the application that created it, e.g. a word document. **Image** is a picture or photograph made and stored on a computer.	Word process short texts/labels for a purpose Use a paint program to make marks using simple tools e.g. fill, colour, stamps	**Decision** When a computer is following a code or a program it will make a decision that depends on the commands it is given. **Error** is where the compiler finds something wrong with your program and you need to change it so the program can run. **Bug** a mistake in a computer program **Debug** Debugging is checking the code in a computer program to ensure it works, and changing it if it doesn't.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Assessment in Computing

Assessment information will be gathered through:

- diagnostic questioning and discussion,
- elicitation
- observation

Evidence in children's own books, shared class books, the environment such as:

- annotated photos
- drawing
- quotes
- writing

Assessment of Attainment through:

- End of Project Assessment Tasks (Medium Term Assessment Grids)

Assessment of Progress

- Objective tracking over time (Evidence Gathering Grids)