



COMPUTING KS 1

At Dane Ghyll Community Primary School pupils will be taught how to:

- 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.

COMPUTING – KS 1

Yr.1	Yr.2
<ul style="list-style-type: none">• Creating Pictures using packages such as Paint Spa	<ul style="list-style-type: none">• Create posters, pictures and stories using Microsoft Publisher• Educational Games• Safety on the Internet
<ul style="list-style-type: none">• Word Processing Skills including the use of Clicker	<ul style="list-style-type: none">• Save, retrieve and Print work independently• Create posters, pictures and stories using Microsoft Publisher• Educational Games• Safety on the Internet
<ul style="list-style-type: none">• Coding – Using BeeBots	<ul style="list-style-type: none">• Beebot Floor Robots• Create and Debug simple programs