



Cleeve Prior C of E Primary School Computing Curriculum Design Willow Class

Year Grp	Autumn 1/2 Year 1	Autumn 1/2 Year 2	Autumn 1/2 Year 3
1 2	<p>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.</p> <p>E-SAFETY</p> <p>Hector’s World Students will learn how to become safe and responsible digital citizens by only sharing personal information with people they trust and keeping their computers safe. They will also learn about the importance of seeking guidance from a trusted adult when they feel unsafe or uneasy online or if they experience cyberbullying.</p> <p>Differentiated by Year grp.</p> <p>Computing systems and networks – Technology around us National Centre for Computing Recognise common uses of information technology beyond school.</p> <p>Year 1 Year 2 Twinkl units</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Creating media – Digital painting National Centre for Computing</p> <p>To use a painting program and its tools successfully to create a picture of themselves and their favourite superhero.</p> <p>Choose brush/pencil/pen Choose size of brush/pencil/pen Select colour Use fill feature Use shape features Use text feature</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Programming A – Moving a robot National Centre for Computing</p> <p>Year 1 Year 2 Twinkl units</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>To use a simple presentation program to create a presentation about a famous person.</p> <p>Insert slides Use features to format slide Import information and pictures</p> <p>Experiment with presentation features to create effect</p> <p>Creating media – Digital writing National Centre for Computing</p> <p>Data and information – Grouping data National Centre for Computing Data and information – Pictograms</p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Programming A – Moving a robot National Centre for Computing</p> <p>Year 1 Year 2 Twinkl units</p>



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Year Grp	Spring 1/2 Year 1	Spring 1/2 Year 2	Spring 1/2 Year 3
1	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Computing systems and networks – Technology around us National Centre for Computing Recognise common uses of information technology beyond school. Year 1 Year 2 Twinkl units Use technology purposefully to create, organise, store, manipulate and retrieve digital content Creating media – Digital painting National Centre for Computing
2	To use word to create an information poster about Neil Armstrong and the moon landings. Creating media – Digital writing National Centre for Computing Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Programming A – Robot algorithms National Centre for Computing To create and debug simple programs To use logical reasoning to predict the behaviour of simple programs Year 1 Year 2 Twinkl units	To use word to create an information poster about light and dark. Creating media – Digital writing National Centre for Computing Data and information – Grouping data National Centre for Computing Data and information – Pictograms Computing systems and networks – Technology around us National Centre for Computing Recognise common uses of information technology beyond school. Year 1 Year 2 Twinkl units	



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Year Grp	Summer 1	Summer 1	Summer 1
1	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Data and information – Grouping data National Centre for Computing Data and information – Pictograms 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. ESAFETY	ESAFETY 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. Hector’s World Students will learn how to become safe and responsible digital citizens by only sharing personal information with people they trust and keeping their computers safe. They will also learn about the importance of seeking guidance from a trusted adult when they feel unsafe or uneasy online or if they experience cyberbullying. <i>Differentiated by Year grp.</i> To create and debug simple programs To use logical reasoning to predict the behaviour of simple programs Programming A – Robot algorithms National Centre for Computing	ESAFETY 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. Hector’s World Students will learn how to become safe and responsible digital citizens by only sharing personal information with people they trust and keeping their computers safe. They will also learn about the importance of seeking guidance from a trusted adult when they feel unsafe or uneasy online or if they experience cyberbullying. <i>Differentiated by Year grp.</i> To create and debug simple programs To use logical reasoning to predict the behaviour of simple programs Programming A – Robot algorithms National Centre for Computing
2			

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions 1 2 3

create and debug simple programs 1 2 3

use logical reasoning to predict the behaviour of simple programs 1 2 3

use technology purposefully to create, organise, store, manipulate and retrieve digital content 1 1 2 2 3 3

recognise common uses of information technology beyond school 1 2 3



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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. 11 2 3