

# Computing KS1



	Knowledge	Skills	Vocabulary
	E-safety: To know how to stay safe on the internet	<p><u>Y1</u> relate to the term 'think before you click' say how you can stay safe on the internet use ABC searching understand how to keep your information private discuss how to stay safe online when sending emails</p> <p><u>Y2</u> understand the term think before you click say how you can stay safe on the internet describe the rules for searching online safely describe positive behaviour on the internet make safe choices using the internet</p>	<p>Email Staying safe Internet Search Positive behaviour Online</p>
	Digital Literacy & E-safety: To know how to use a computer/device	<p><u>Y1</u> Identify computers in everyday life Discuss how computers make our lives easier Follow rules when using computers Log on/off a device Safely use a device</p> <p><u>Y2</u> Discuss age appropriate websites Describe digital footprints Treat others with respect online Rate favourite websites Safely use a device</p>	<p>Digital footprint Respect Log on/off Websites Rules Device</p>
	<p>Coding: To know how to program a digital device</p> <p>Y1 Beebots</p> <p>Y2 -Scratch Jnr - introduction and fundamentals</p>	<p><u>Y1</u> Understand a computer follow precise command use logical reasoning to predict the behaviour of simple programs plan, test and debug simple programs plan and combine a sequence of commands to achieve a specific goal</p>	<p>Command Debug Test Sequence Goal Logic</p>

<p>Digital Literacy - using a digital device for images</p>	<p><u>Y2</u>  describe and use instructions to program a character  program a character to grow and shrink  use instructions to make characters move at different speeds and distance.  use a repeat instruction to make a sequence of instructions run more than once  create programs that play a recorded sound.</p> <p><u>Y1</u>  use Google search to find images  save images from the internet  move files  create folders  rename folders  create a presentation of organised images</p> <p><u>Y2</u>  identify computer icons  describe how the internet works  discuss the different uses of computers  create a flipbook animation  film a short video</p>	<p>Logical reasoning  Program  Predict  Instructions  Repeat  Create</p> <p>Images  Files  Folders  Organise  Icons  Animation  Video  Save</p>
<p>Digital Literacy: taking and using photos</p>	<p><u>Y1</u>  describe what an illustration is  create an illustration  save an illustration  edit an illustration  create an eBook  Add illustration to an eBook</p> <p><u>Y2</u>  describe what makes a good photo  discuss what a camera is and how it works  take a good photo  save and organise photos  edit a photo  present photos</p>	<p>Illustration  Photograph  Edit  Present  EBook  Camera</p>

	<p>Coding: Introduction and fundamentals to Scratch Jnr</p>	<p><u>Y1</u>  write an algorithm and program a sprite  add sprites  make a sprite move  change the background  make the program repeat  use speech in a program  use sequencing in a program</p> <p><u>Y2</u>  animate a sprite  make sprites appear and disappear  use a repeat block  control a sprite's actions  change the size of a sprite  use messaging to control a sprite  create a game</p>	<p>Algorithm  Sprite  Add  Move  Background  Repeat  Sequencing  Appear/disappear  Repeat  messaging</p>
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