

Key Stage 1 YEAR 1 COMPUTING

National Curriculum KS1 Programme of Study	Chris Quigley Essential Skills Milestone 1	
Pupils should be taught to: <ul style="list-style-type: none"> • 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. 	1. To code (using Scratch) <u>Draw</u>	<ul style="list-style-type: none"> • Control when drawings appear and set the pen colour, size and shape.
	1. To code (using Scratch) <u>Events</u>	<ul style="list-style-type: none"> • Specify user inputs (such as clicks) to control events.
	1. To code (using Scratch) <u>Control</u>	<ul style="list-style-type: none"> • Specify the nature of events (such as a single event or a loop).
	3. To communicate	<ul style="list-style-type: none"> • Use a range of applications and devices in order to communicate ideas, work and messages.
	4. To collect	<ul style="list-style-type: none"> • Use simple databases to record information in areas across the curriculum.