

## Key Stage 1 YEAR 2 COMPUTING

National Curriculum KS1 Programme of Study	Chris Quigley Essential Skills Milestone 1	
<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>• create and debug simple programs</li> <li>• use logical reasoning to predict the behaviour of simple programs</li> <li>• use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>• recognise common uses of information technology beyond school</li> <li>• 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.</li> </ul>	<b>1. To code (using Scratch)</b> <u><b>Motion</b></u>	<ul style="list-style-type: none"> <li>• Control motion by specifying the number of steps to travel, direction and turn.</li> </ul>
	<b>1. To code (using Scratch)</b> <u><b>Looks</b></u>	<ul style="list-style-type: none"> <li>• Add text strings, show and hide objects and change the features of an object.</li> </ul>
	<b>1. To code (using Scratch)</b> <u><b>Sound</b></u>	<ul style="list-style-type: none"> <li>• Select sounds and control when they are heard, their duration and volume.</li> </ul>
	<b>1. To code (using Scratch)</b> <u><b>Control</b></u>	<ul style="list-style-type: none"> <li>• Specify the nature of events (such as a single event or a loop).</li> </ul>
	<b>2. To connect</b>	<ul style="list-style-type: none"> <li>• Participate in class social media accounts.</li> <li>• Understand online risks and the age rules for sites.</li> </ul>
	<b>3. To communicate</b>	<ul style="list-style-type: none"> <li>• Use a range of applications and devices in order to communicate ideas, work and messages.</li> </ul>
	<b>4. To collect</b>  <b>5. Sensing</b>	<ul style="list-style-type: none"> <li>• Use simple databases to record information in areas across the curriculum.</li> <li>• Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).</li> </ul>