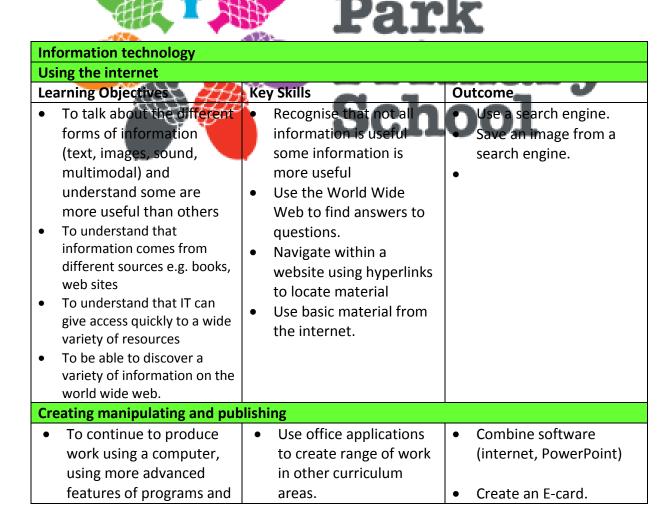
Year 1 - Computing curriculum

Computer Science		
Programming		
Learning Objectives	Key Skills	Outcome
 To create a sequences of instructions To use aspects of computational thinking to complete a goal. 	 Use software to create simple program to complete a goal. Using different devices to understand different form of input and output. Using tinkering and experimentation Write programs. Use algorithms Understand that programs follow precise instructions 	 Create simple programs in scratch 2 with a clear goal. Can solve problems using a simple algorithm on Tynker.



Digital Literacy		
E-safety and Acceptable use		
Learning Objectives	Key Skills	Outcome
 Develop awareness of relevant e-Safety issues and understand that personal information is unique to them. Identify characteristics of people who are worthy of their trust. Children develop awareness of online protocols, in order to stay safe on the web. Children develop strategies for staying safe when using the Internet. 	 Develop awareness of relevant e-Safety issues, such as cyber bullying. Children understand and abide by the school's AUP and know that it contains rules that exist in order to keep children safe online. Understand what personal information should be kept private. Know that passwords keep information secure and that they should be kept private. 	 Children watch videos and are able to identify risks on the internet. Children know who to report their concerns to. Children can keep their personal information private.
Using technology		
Learning Objectives	Key Skills	Outcome
 To begin to develop typing speed and accuracy to enable independent access to a computer. 	Continue to develop their familiarity with a computer and keyboards	 Children use tux type Children can login to their individual account.