

The Computing Curriculum at Bernards Heath Infant and Nursery School

Year 1 and 2 Learners		
Skills	Knowledge	Context – What this looks like in the classroom:
<ul style="list-style-type: none"> • Create words and images by typing and using word banks, as well as using drawing tools such as brush size, spray and fill effects • Save, locate and edit work with support • Find and navigate web-pages using favourites, buttons, icons, menus and the search function in order to find information that is relevant • Control devices and robots by giving them instructions in a sequence, test and improve instructions if they do not work • Understand what algorithms are and how they are implemented as programs • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs • Use technology safely and respectfully, keeping personal information private when using the internet • Identify where to go for help and support when they have concerns when using the internet 	<ul style="list-style-type: none"> • Computing equipment responds to instructions • Information may be gathered from different sources, and that they may need to verify it to check that it is true • Consider how devices operate and name external parts such as screen, mouse pad, touch screen, keyboard • Understand there is a variety of different technology devices that use algorithms such as iPads, smart phones, laptops, games consoles, and washing machines • Understand that messages may be sent by email or text, or left in an online space such as a blog • Photographs and documents may belong to people, and that we would need to ask permission to use them • Tell a trusted adult if words, images or sounds they see on a laptop/computer or mobile device make them feel uncomfortable or worried 	<p><u>Children in KS1 use these resources:</u></p> <ul style="list-style-type: none"> • Purple Mash website: <ul style="list-style-type: none"> ○ 2Animate- children create simple 2D animations ○ 2Publish- children practising typing and drawing skills ○ 2Go- children create algorithms to move a character around a map ○ 2Graph- children input data and create bar graphs, line graphs, and pie charts ○ 2DIY3D- children create 3D maze games ○ 2Paint- children are able to use a variety of different brush tools to create images • Beebots- children learn to program robots moving them into different positions • Laptops and ipads are used to access the internet with guidance and supervision