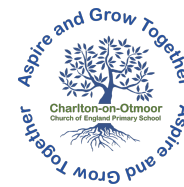


Key Stage 1

Year 1 and 2

National Curriculum Objective	Cycle A	Cycle B
Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions	Programming Animations	Robot Algorithms
Create and debug simple programs	Programming Animations	Robot Algorithms
Use logical reasoning to predict the behaviour of simple programs	Programming Animations	Robot Algorithms
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Technology all around us Digital Writing	Information all round us Making Music
Recognise common uses of information technology beyond school	Technology all around us	Information all round us Robot Algorithms
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	Technology all around us Digital Writing	Information all round us



National Curriculum Coverage	Cycle A	Cycle B
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Events and Actions Selection in Quizzes	Repetition in Games Variables in Games
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Connecting Computers Events and Actions Selection in Quizzes	Data Logging Repetition in Games Variables in Games
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Events and Actions Selection in Quizzes	Repetition in Games Variables in Games
Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	Connecting Computers Sharing Information	
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Desktop Publishing Video Production	Photo Editing Web page creation
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Connecting Computers Desktop Publishing Sharing Information Video Production	Data Logging, Photo Editing, Repetition in Games, Introduction to Spreadsheets, Web page creation Variables in Games
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Sharing Information Video Production	Photo Editing Introduction to Spreadsheets Web page creation Variables in Games