



KS1 COMPUTING

OVER THE KS1 CHILDREN'S LEARNING IN COMPUTING SHOULD INCLUDE THE FOLLOWING:

- ✓ Using software to create and manipulate pictures and text, and take videos.
- ✓ Sorting objects or information into groups, based on various criteria.
 - ✓ Using Bee-Bots and software to create very simple programmes.
- ✓ Appreciating that humans control technology, and that computers cannot think for themselves.
- ✓ Understanding the 4 basic principles of online safety

BY THE END OF KS1 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO:

Multimedia

Take photos and videos with a camera/iPad,
Record audio onto a variety of devices.
Type using the 'Qwerty' keyboard
Move pictures and text around on a screen
Make stop-frame animations

Programming

Understand that computers must be programmed using algorithms
Create algorithms that cause something to move in a specific way.
De-bug (fix) simple algorithms, both on paper and in digital form.

Data

Sort objects into groups using software

Online safety

(Also part of the PSHE curriculum)

Understand what personal information is, and that you should not give it out online.

Understand that people online may not be who they say they are, and that this presents dangers.

Appreciate that online messages, images and videos can be upsetting.

Know that there are several adults, whom they should tell if they see or hear something that makes them feel uncomfortable.

BY THE END OF KS1 A CHILD ATTAINING TYPICALLY WILL BE ABLE TO UNDERSTAND AND USE THE FOLLOWING VOCABULARY:

ALGORITHM / SORT / ORDER / FORWARDS / BACKWARDS / LEFT / RIGHT / IMAGE VIDEO / RECORD / TEXT