

# Hatherley Infant School

## Foundation Subject – Computing

NC - KS1

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instructions
- write and test simple programs
- use logical reasoning to predict the behaviour of simple programs
- organise, store, manipulate and retrieve data in a range of digital formats
- communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Reception</b>	<p>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for a particular purpose.</p> <p>I pads/ cameras/ remote controlled cars/ beebots (directional language)/apps/ IWB</p>					
<b>Year 1</b>	<p>Online safety - 1.1 4 weeks</p>	<p>Online safety reminder - 1.1 2 weeks</p> <p>Animated story books - 1.6 5 weeks</p>	<p>Maze explorers - 1.5 3 weeks</p> <p>Spreadsheets - 1.8 3 weeks</p>	<p>Pictograms - 1.3 3 weeks</p> <p>Lego Builders - 1.2 3 weeks</p>	<p>Coding - 1.7 6 weeks (carry one over to Sum1)</p>	<p>Coding – 1.7 1 week</p> <p>Technology outside school 1.9 2 weeks</p>
<b>Year 2</b>	<p>Online safety – 2.2 3 weeks</p> <p>Effective Searching – 2.5 3 weeks</p>	<p>Creating pictures - 2.6 5 weeks</p>	<p>Presenting ideas – 2.8 4 weeks</p>	<p>Coding – 2.1 5 weeks</p>	<p>Questioning – 2.4 5 weeks</p>	<p>Spreadsheets – 2.3 4 weeks</p>