



Overdale Curriculum From Sept 2014 – Computing

	<u>F2</u>	<u>Year 1</u>	<u>Year 2</u>
Content	<p>Select and use technology for a particular purpose.</p> <p>Recognise that a range of technology is used in places such as homes and schools.</p> <p>Select and use technology for a particular purpose.</p>	<p>Create simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p> <p>Use technology purposefully to create, store and manipulate digital content</p> <p>Use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet</p> <p>Recognise common uses of information technology beyond school.</p>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programmes.</p> <p>Use logical reasoning to predict the behaviour of programs.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet.</p> <p>Recognise common uses of information technology in the wider world.</p>
Skills	<p>Ask an adult when they want to use the internet.</p> <p>Tell an adult when something worrying happens whilst using the internet.</p> <p>Be kind to friends and talk about good and bad choices in real life.</p> <p>Talk about the time spent using technological devices.</p> <p>Help adults operate IT equipment.</p> <p>Independently operate IT equipment.</p> <p>Explore and make choices with control toys.</p> <p>Press buttons on a floor robot and talk about what happens.</p> <p>Talk about different kinds of information such as pictures, video, text and sound.</p> <p>Collect information as photo or sound.</p> <p>Use simple pictograms or photos to count and organise information.</p> <p>Use age appropriate websites or programs.</p> <p>Use a mouse to move objects and pictures on screen.</p> <p>Begin to use a keyboard.</p> <p>Create pictures, shapes and text on screen.</p> <p>Use technology to show learning.</p> <p>Talk about technology that is used at home and school.</p>	<p>Understand that a programmable toy can be controlled by inputting a sequence of instructions.</p> <p>Develop and record sequences of instructions as an algorithm.</p> <p>Program a toy to follow an algorithm.</p> <p>Debug a program.</p> <p>Predict how their program will work.</p> <p>Break down a process into simple, clear steps, as in an algorithm.</p> <p>Use different features of a camera and video camera.</p> <p>Discuss their work and think about how it could be better,</p> <p>Use the web safely to find ideas and pictures.</p> <p>Select and use appropriate painting tools to create and change images on the computer.</p> <p>Understand how using IT differs from using paint and paper.</p> <p>Know how to save and change their work.</p> <p>Know what to do if they encounter something they shouldn't on the internet.</p> <p>Organise images into more than two groups according to clear rules.</p> <p>Ask and answer binary (yes/no) questions.</p> <p>Develop basic keyboard skills, through typing and formatting text.</p> <p>Develop basic mouse skills.</p> <p>Develop skills in combining text and images.</p>	<p>Understand algorithms as sequences of instructions.</p> <p>Convert simple algorithms to programs.</p> <p>Predict what a program will do.</p> <p>Spot and fix (debug) errors in their programs.</p> <p>Describe carefully what happens in computer games.</p> <p>Use logical reasoning to make predictions of what a program will do.</p> <p>Test predictions.</p> <p>Think critically about computer games and their use.</p> <p>Be aware of how to use games safely and in balance with other activities.</p> <p>Use a digital camera or camera app.</p> <p>Take digital photographs.</p> <p>Review and reject or rate the images they take.</p> <p>Edit and enhance their photographs.</p> <p>Select their best images to include in a shared portfolio.</p> <p>Develop research skills through searching on the internet.</p> <p>Develop presentation skills through creating and delivering a short multimedia presentation.</p> <p>Understand e-mail can be used to communicate.</p> <p>Open, compose and send emails.</p> <p>Be aware of e-safety issues when using e-mail.</p> <p>Sort and classify a group of items by answering questions.</p> <p>Use simple charting software to produce pictograms and other basic charts.</p> <p>Record information on a digital map.</p>

