

Key Stage 1 – 1 Year Programme

Planning

Unit of Work	A	B	C	D	E	F
	Computing systems and networks	Creating media	Programming A	Data and Information	Creating media	Programming B
Year 1	Technology around us (1.1)*	Digital painting (1.2)	Moving a robot (1.3)	Grouping data (1.4)	Digital writing (1.5)	Programming animations (1.6)
Year 2	Information technology around us (2.1)	Digital photography (2.2)	Robot algorithms (2.3)	Pictograms (2.4)	Digital music (2.5)	Programming quizzes (2.6)

TERM	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Unit of Work	Unit of Work	Unit of Work	Unit of Work	Unit of Work	Unit of Work
Year 1	A E	B	C	D	E	F
Year 2	A	B	C	D	F	F

*Networks are not part of the key stage 1 national curriculum for computing but the title is used as a strand across primary.

*The numbers in the brackets are a 'quick code' reference for each unit, e.g. 1.3 refers to the third Year 1 unit in the recommended teaching order.

IT - KS1 – 1 Year Programme

Unit summaries

Unit of Work	A	B	C	D	E	F
	Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Year 1	<p>Technology around us Recognising technology in school and using it responsibly</p>	<p>Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p>Moving a Robot Writing short algorithms and programs for floor robots, and predicting program outcomes.</p>	<p>Grouping data Exploring object labels, then using them to sort and group objects by properties</p>	<p>Digital writing Using a computer to create and format text, before comparing to writing non-digitally.</p>	<p>Programming animations Designing and programming the movement of a character on screen to tell stories.</p>
Year 2	<p>Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p>Digital photography Capturing and changing digital photographs for different purposes.</p>	<p>Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.</p>	<p>Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.</p>	<p>Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p>Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>