

Computing



National Curriculum Coverage Computing Key Stage 1

Computing National Curriculum Objectives (KS1)	Where are they taught?
Pupils should be taught to	
understand what algorithms are; how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions	Happily Ever After Land Ahoy! Unity in the Community
create and debug simple programs	Land Ahoy! Unity in the Community
use logical reasoning to predict the behaviour of simple programs	Land Ahoy! Unity in the Community
use technology purposefully to create, organise, store, manipulate and retrieve digital content	Come Fly with Me! Arctic Circle Going Wild Light Up the World Inter-Nation Media Station Zero to Hero
recognise common uses of information technology beyond school	Come Fly with Me! Arctic Circle Light Up the World Inter-Nation Media Station Zero to Hero
use technology safely and respect, 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	Going Wild Zero to Hero Safe Zone Lessons