
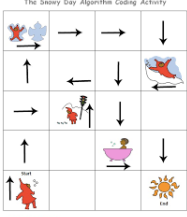
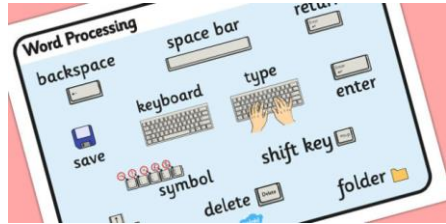




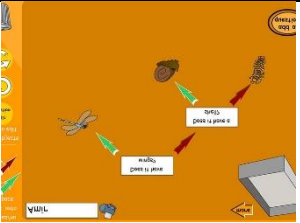


Haresfield Computing Curriculum KS1

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Year A	Getting Started	Algorithms Unplugged	Word Processing	Digital Imagery
				
	Introducing children to logging in and using technology for a purpose, including creating art.	Learning how computers handle information by exploring 'unplugged' algorithms- completing tasks away from the computer	Using their developing word processing skills, pupils write simple messages to friends and learn why we must be careful about who we talk to online.	Taking and manipulating digital photographs, including adding images found via a search engine.
Online Safety		Online Safety		Online Safety
To be able to understand the importance of asking for help from an adult when on the internet.		Smartie the Penguin - In app purchasing.		Digiducks famous friend – reliability online
Year B	Programming: Beebots	Programming: Scratch Junior.	Rocket to the Moon	Introduction to Data
				
	Using Bee-Bots to navigate an area and constructing simple algorithms, through the story of The Three Little Pigs	Using the App scratch junior pupils program a familiar story and an animation of an animal, make their own musical instruments and follow an algorithm to make a joke.	Appreciating the value of computers, understanding that they helped us get to the moon	Learning about what data is and how it can be represented and using these skills to show the findings of a mini beast hunt
Online Safety		Online Safety		Online Safety
DigiDucks big Decision – How to be a good friend online		Buddy the dogs internet safety story - The safe use of tablets and smart phones		Staying safe on the internet and on the phone – quiz to reinforce learning.