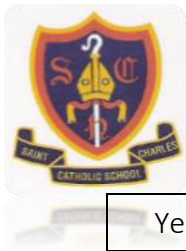


# Saint Charles' Catholic Voluntary Academy

## Computing – Key Stage One Overview 2020-21

Key Stage 1 National Curriculum Objectives		
Computer Science	Information Technology	Digital Literacy
computational thinking, programming/coding	applying to the real world, wide range of apps and software	use and express themselves safely online
A - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		
B - create and debug simple programs		
C - use logical reasoning to predict the behaviour of simple programs		
D - use technology purposefully to create, organise, store, manipulate and retrieve digital content		
E - recognise common uses of information technology beyond school		
F - use technology safely and respectfully, 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		

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
E Y F S	CS						
	IT						
	DL	School AUP	Online Reputation F (PSHE)	Online Bullying (PSHE)	Health, Wellbeing and Lifestyle	Self-image and Identity	Copyright and Ownership



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## Computing – Key Stage One Overview 2020-21

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	CS		<a href="#">Programming A – Moving a robot</a> B			<a href="#">Programming B – Introduction to animation</a> B	
	IT	<a href="#">Computing systems and networks – Technology around us</a> D		<a href="#">Creating media – Digital painting</a> D	<a href="#">Creating media – Digital writing</a> D		<a href="#">Data and information – Grouping data</a> D
	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F (PSHE)	Online Bullying (PSHE) F Self-image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information F	Copyright and Ownership F
2	CS	Understand algorithms <a href="#">Computing systems and networks – IT around us</a> A		Create and debug simple programs <a href="#">Programming A – Robot algorithms</a> B	Use logical reasoning to predict the behaviour of simple patterns <a href="#">Programming B – An introduction to quizzes</a> C		
	IT		Making patterns using digital tools <a href="#">Creating media – Making music</a> D			Use tech to organise and manipulate digital content <a href="#">Data and information – Pictograms</a> D	Use tech to create and manipulate digital content <a href="#">Creating media – Digital photography</a> D
	DL	Privacy and Security F School AUP	Online Relationships F Online Reputation F (PSHE)	Online Bullying (PSHE) F Self-image and Identity F	Health, Wellbeing and Lifestyle F	Managing Online Information F	Copyright and Ownership F