



**Computing Whole School Mapping
NC Objectives
KS1**

Year 2

Cycle 1	Amazing Me	Flames & Fireworks	Globe Trotter	House & Homes	All Creatures Great and Small	Lighthouses
Cycle 2	Terrific Toys	Winter Wonderland	A Village in Africa	Castles and Turrets	Plants	Active Me
Teach Computing Unit	Creating Media- Digital Photography	Programming A- Robot Algorithms	Programming B- An Introduction to Quizzes	Computing Systems and Networks- IT around us	Data and Information Pictograms	Creating Media- Making Music
Online Safety Unit	Privacy and Security	Managing Online Information	Self-Image and Identity	Online Bullying	Online Relationships	Online Reputation
	National Curriculum Objectives			Teach Computing Learning Objectives		
Autumn 1 Creating Media- Digital Photography	<ul style="list-style-type: none"> use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school 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. 			<ul style="list-style-type: none"> To use a digital device to take a photograph To make choices when taking a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that photos can be changed 		
Autumn 2 Programming A- Robot Algorithms	<ul style="list-style-type: none"> understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs use technology purposefully to create, organise, store, manipulate and retrieve digital content 			<ul style="list-style-type: none"> To describe a series of instructions as a sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written 		
Spring 1 Programming B- An Introduction to Quizzes	<ul style="list-style-type: none"> understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs 			<ul style="list-style-type: none"> To explain that a sequence of commands has a start To explain that a sequence of commands has an outcome To create a program using a given design To change a given design To create a program using my own design To decide how my project can be improved 		
Spring 2 Computing Systems and Networks- IT around us	<ul style="list-style-type: none"> use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school 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. 			<ul style="list-style-type: none"> To recognise the uses and features of information technology To identify the uses of information technology in the school To identify information technology beyond school To explain how information technology helps us To explain how to use information technology safely To recognise that choices are made when using information technology 		
Summer 1 Data and Information Pictograms	<ul style="list-style-type: none"> use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school 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 			<ul style="list-style-type: none"> To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer 		
Summer 2 Creating Media- Making Music	<ul style="list-style-type: none"> use technology purposefully to create, organise, store, manipulate and retrieve digital content 			<ul style="list-style-type: none"> To say how music can make us feel To identify that there are patterns in music To show how music is made from a series of notes To show how music is made from a series of notes To create music for a purpose To review and refine our computer work 		