







| Computing National Curriculum Expectations KS1 | | |
|---|---|---|
| Pupils should be taught to: | Kapow's Computing Themes | Kapow Topics |
| Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions |  computational thinking | Y1 > Programming: Beebots, Algorithms Unplugged, Y2 > What is a Computer?, Programming: ScratchJr, Algorithms and Debugging, International Space Station |
| Create and debug simple programs |  computational thinking | Y1 > Programming: Beebots, Algorithms Unplugged Y2 > Programming: ScratchJr, Algorithms and Debugging |
| Use logical reasoning to predict the behaviour of simple programs |  computational thinking | Y1 > Programming: Beebots, Digital Imagery Y2 > Programming: ScratchJr, Algorithms and Debugging |
| Use technology purposefully to create, organise, store, manipulate and retrieve digital content |  Digital Literacy and Online Safety | Y1 > Getting Started, Digital Imagery, Introduction to Data, Rocket to the Moon Y2 > Programming: ScratchJr, International Space Station, Stop Motion |
| Recognise common uses of information technology beyond school |  Computers and Hardware | Y1 > Getting Started, Digital Imagery, Introduction to Data Y2 > What is a Computer?, Stop Motion |
| 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 |  Digital Literacy and Online Safety | Y1 > Getting Started, Digital Imagery Y2 > What is a Computer? |