

KS1 COMPUTING NATIONAL CURRICULUM STATEMENTS	
Programming	- understand what algorithms are, how they are implemented as programs on digital devices - that programs execute by following a sequence of instructions - write and test simple programs - use logical reasoning to predict the behaviour of simple programs
data	organise, store, manipulate and retrieve data in a range of digital formats
E-safety	communicate safely and respectfully online, keeping personal information private, and recognise common uses of information technology beyond school.

KS1															
(KS1)	programming					data					e-safety				
	Create simple instruction including straight and turning commands					Follow simple instruction straight and turning commands					Discuss/explore what will happen when instructions are given in a sequence				
	Use both movement commands and additional commands (e.g, spin, grow, shrink - Daisy Dino app)					Develop series of instructions to solve puzzles making modules (sets) of commands					Perform safe searches via a search engine for websites and images				
	Use hyperlinks and website buttons to navigate websites					Create a story with images (photo or graphics)					Use basic word processing tools and import from other apps i.e. 'camera roll'				
	Plan and create an animation with sound effects. Also create a voiceover for the animation. Use characters of chn's own design					Create a book using images, video and audio imported from other sources.					Be able to save and retrieve				
	Create audio recording and add to story					Understand what information shouldn't be shared on the internet (including on games consoles and phones).									