

## KS1 Computing curriculum Map



**Highlighted words are words that have been taught previously or will be revisited in later topics**

	Autumn	Spring	Summer
Year 1	<p style="text-align: center;"><b>Digital painting</b></p> <p>Children will develop their understanding of a range of tools for digital painting. They will create their own digital painting from inspiration from other artists.</p>	<p><b>Data and Information- Grouping data</b> Children will develop their confidence in logging onto the computer, saving and retrieving documents. Children will be choosing images and labelling them using different software.</p>	<p style="text-align: center;"><b>Programming- Moving a robot</b></p> <p>Children will explore commands for a floor robot and use this knowledge to predict outcomes. Children will be introduced to the early stages of programming and the use of algorithms.</p>
<b>Key Vocabulary</b>	paint, program, tool, paintbrush, erase, fill, undo, primary colours, prefer, Piet Mondrian, Henri Matisse, Wassily Kandinski.	<b>object</b> , label, <b>group</b> , search, image, property, colour, size, shape, data set, value, <b>most</b> , <b>fewest</b> , <b>data</b>	forwards, backwards, turn, clear, go, commands, <b>instructions</b> , directions, left, right, <b>algorithm</b> , <b>program</b>
Year 2	<p style="text-align: center;"><b>Digital photography:</b></p> <p>Children will learn how different devices can be used to capture photographs. They will gain experience in capturing, editing and improving their photos.</p>	<p><b>Data and Information- Pictograms</b></p> <p>Children will begin to understand what data is and how data can be collected. Children will learn how to present their data in the form of pictograms and block diagrams.</p>	<p style="text-align: center;"><b>Programming- robot algorithms.</b></p> <p>Children will develop their understanding of giving instructions in a sequence. They will give commands and orders to predict and investigate outcomes. They will design, test and de-bug their own algorithms.</p>
<b>Key Vocabulary</b>	device, camera, photograph, capture, <b>image</b> , <b>digital</b> , landscape, portrait, framing, subject, compose, light sources, flash, focus, <b>background</b> , editing, filter	<b>most</b> , <b>fewest</b> , organise, <b>data</b> , <b>object</b> , tally, chart, votes, total, pictogram, count, <b>group</b> , attribute, conclusion, block diagram	<b>instruction</b> , sequence, clear, <b>algorithm</b> , <b>program</b> , order, prediction, artwork, design, route, map, <b>debugging</b>