

<b>LONG TERM FORECAST</b>		<b>Key Stage 1 Computing</b>		<b>2014/2015</b>	
	<b>Autumn 2014</b>	<b>Spring 2015</b>		<b>Summer 2015</b>	
Pupils should be taught to: <ul style="list-style-type: none"> <li>▪ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>▪ create and debug simple programs</li> <li>▪ use logical reasoning to predict the behaviour of simple programs</li> <li>▪ use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>▪ use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet</li> <li>▪ recognise common uses of information technology beyond school.</li> <li>▪</li> </ul>					
<b>Year 1</b>	Photography ( Geography) Character Profile (Literacy/ History)	Moving around Maps (Geography) Talking Books (Literacy/History)		Graphs ( Science/Maths)	
<b>Year 2</b>	Publish a newsletter (Lit/Hist/Geo) Illustrate a book (Lit/Hist)	Animate a moment in History Programming on screen		Bug Hunt data (Science) Email (Geography)	