

		Y1 Bright Lights, ...	Y1 Childhood	Y1 Dinosaur Planet	Y1 Moon Zoom!	Y1 Paws, Claws a...	Y1 Rio de Vida	Y1 School Days	Y1 Superheroes	Y1 The Enchant...	Y2 Magnificent ...	Y2 Movers and S...	Y2 Portraits and ...	Y2 Street Detecti...	Y2 The Scented G...	Y2 Wriggle and C...
Computing	Programme of study															
	Objectives > KS1 34 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	3		4	3	1	3		3			2	1	2	2	10
Aims and purpose	Objectives > Year 1-6 Breadth (optional) ⚠️ Evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.															
	Objectives > KS1 1 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.								1							
	Objectives > KS1 8 Recognise common uses of information technology beyond school.		1		1	1		1		1	1					2
	Objectives > KS1 3 Use logical reasoning to predict the behaviour of simple programs.															3
	Objectives > KS1 6 Create and debug simple programs.	1		1	1											3
	Objectives > KS1 8 Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	1		1	1									1		4