

ICT in Key Stage One



Pupils will:	<p>Learn how to code simple programmes.</p> <p>Learn how to connect to each other using electronic devices.</p> <p>Learn and understand the risks and benefits of using electronic devices.</p> <p>Collect simple data and enter the information.</p>
You will see them:	<p>Control motion by specifying the number of steps to travel, direction and turn.</p> <p>Add text strings, show and hide objects and change the features of an object.</p> <p>Select sounds and control when they are heard, their duration and volume.</p> <p>Control when drawings appear and set the pen colour, size and shape.</p> <p>Specify user inputs (such as clicks) to control events.</p> <p>Specify the nature of events (such as a single event or a loop).</p> <p>Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).</p> <p>Participate in class social media accounts.</p> <p>Understand online risks and the age rules for sites.</p> <p>Use a range of applications and devices in order to communicate ideas, work and messages.</p> <p>Use simple databases to record information in areas across the curriculum.</p>
Year 1 will learn through:	<p>Programs used in thematic teaching in school.</p>
Year 2 will learn through:	<p>Programs used in thematic teaching in school.</p>