**Puddletown First School**

**KS1 Computing – Achieving Mastery**

At Puddletown First School we understand the National Curriculum to be a mastery curriculum. We believe to show mastery of the Geography curriculum children need to be able to demonstrate key skills or concepts independently. The principle behind achieving mastery in the children being able to demonstrate an ability *‘to think like an IT designer or operator’*

**Curriculum intent:**

* To use ICT responsibly, safely, confidently and creatively to access and present ideas and information
* TO use computer programming to solve problems
* To understand the basis of computer science
* To understand an algorithm and how to implement this digitally using clear and concise instructions
* Create and debug a simple program
* Use technology purposefully to create, store and use digital content
* Know how to use technology safely
* Recognise IT uses outside of school

**Key programmes, packages and activities**