Stage 1

Computational Thinking

- **1CT.01** Follow the steps in algorithms for everyday tasks.
- **1CT.02** Identify single errors in algorithms that represent everyday events or tasks.
- **1CT.03** Know how to give simple instructions, using directional language (forward, backwards, left, right), to navigate a path.
- **1CT.04** Suggest sets of ordered instructions to complete simple tasks, such as drawing a picture of a particular object or building a brick tower.
- **1CT.05** Know that an algorithm is a set of instructions to complete a task or to solve a problem.
- **1CT.06** Know that the order of instructions is important when creating algorithms.
- **1CT.07** Suggest ways that algorithms can be changed to affect the outcome.

Programming

- **1P.01** Know that algorithms can be recreated as code on computers.
- **1P.02** Know how to recreate algorithms as programs to perform simple tasks.
- **1P.03** Predict what is likely to happen when programs are run.
- **1P.04** Know that programs can contain errors.
- **1P.05** Know how to run programs to test whether they produce the desired result.
- **1P.06** Identify why a program does not produce the desired result.
- **1P.07** Know that 'debugging' is the correction of errors in programs.

Managing Data

- **1MD.01** Know that computing devices can be used in different ways to answer many different types of question.
- **1MD.02** Know that computing devices can help to sort and organise data.
- **1MD.03** Know how to use computing devices to manually record data, including using a form.
- **1MD.04** Identify questions that can be answered using data tables, limited to categorical data.

Networks and Digital Communication

- **1DC.01** Know that some devices can connect to each other to make a network.
- **1DC.02** Know that the internet consists of many computers that are connected together around the world.
- **1DC.03** Identify that some devices are connected by wires and that other devices are not.
- **1DC.04** Know that there are times when the internet is not available.

Computer Systems

- **1CS.01** Know that there are a range of computer systems with different functions, including communication, entertainment, creativity, research and for controlling other technology.
- **1CS.02** Know that computers can run many different programs, including games, apps and document creation tools.
- **1CS.03** Know that information and data can be input to computers in many different ways.
- **1CS.04** Know that computers can output information in many different ways.
- **1CS.05** Know that there are many everyday devices that use computers to control what they do.
- **1CS.06** Identify what robots are and where they may be found in the real world.