



Computing
Year 1
Technology around us

Concepts
Information Technology

Prior Learning	New Learning	Future Learning
As this is a Year 1 unit, no prior knowledge is assumed.	<p>To identify technology</p> <p>To identify a computer and its main parts</p> <p>To use a mouse in different ways</p> <p>To use a keyboard to type on a computer</p> <p>To use the keyboard to edit text</p> <p>To create rules for using technology responsibly</p>	<p>To recognise the uses and features of information technology</p> <p>To identify the uses of information technology in the school</p> <p>To identify information technology beyond school</p> <p>To explain how information technology helps us</p> <p>To explain how to use information technology safely</p> <p>To recognise that choices are made when using information technology</p>

Sequence of Learning	Current Vocabulary	New Vocabulary
Technology around us		technology, computer, laptop, desktop, keyboard, screen, click, drag, mouse, program, type, save, edit, file, cursor, delete, text, Log in, username, password, log out, notification, save
Using technology		
Developing mouse skills		
Using a computer keyboard		
Developing keyboard skills		
Using a computer responsibly		

Trip/Visitor

Other Information	<p>Computer</p> <p>Online paint app e.g. Paintz.app</p> <p>Purple Mash</p>
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Computing
Year 1
Digital Painting

Concepts
Digital literacy

Prior Learning	New Learning	Future Learning
As this is a year one topic there is no assumed prior learning	<p>To describe what different freehand tools do</p> <p>To use the shape tool and the line tools</p> <p>To make careful choices when painting a digital picture</p> <p>To explain why I chose the tools I used</p> <p>To use a computer on my own to paint a picture</p> <p>o compare painting a picture on a computer and on paper</p>	<p>To use a digital device to take a photograph</p> <p>To make choices when taking a photograph</p> <p>To describe what makes a good photograph</p> <p>To decide how photographs can be improved</p> <p>To use tools to change an image</p> <p>To recognise that photos can be changed</p>

Sequence of Learning	Current Vocabulary	New Vocabulary
<p>How can we paint using computers?</p> <p>Using shapes and lines</p> <p>Making careful choices</p> <p>Why did I choose that?</p> <p>Painting all by myself</p> <p>Comparing computer art and painting</p>		<p>paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers</p>

Trip/Visitor

Other Information	<p>Computer or Tablet</p> <p>Paint app e.g. Paintz.app</p> <p>Purple Mash 2paint</p>
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<b>Computing</b>
Year 1
Digital writing

<b>Concepts</b>
Information technology

Prior Learning	New Learning	Future Learning
	To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare typing on a computer to writing on paper	To say how music can make us feel To identify that there are patterns in music To experiment with sound using a computer To use a computer to create a musical pattern To create music for a purpose To review and refine our computer work

Sequence of Learning	Current Vocabulary	New Vocabulary
Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard		. word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.

<b>Trip/Visitor</b>

<b>Other Information</b>	Google Docs Microsoft Word Purple Mash writing templates
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Computing
Year 1
Grouping data

Concepts
Information technology

Prior Learning	New Learning	Future Learning
	To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects	To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer

Sequence of Learning	Current Vocabulary	New Vocabulary
Label and match Group and count Describe an object Making different groups Comparing groups Answering questions		object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same

Trip/Visitor

Other Information	NCE resources Purple Mash 2Quiz
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<b>Computing</b>
Year 1
Moving a robot

<b>Concepts</b>
Computer science

Prior Learning	New Learning	Future Learning
	To explain what a given command will do  To act out a given word  To combine 'forwards' and 'backwards' commands to make a sequence  To combine four direction commands to make sequences  To plan a simple program  To find more than one solution to a problem	To describe a series of instructions as a sequence  To explain what happens when we change the order of instructions  To use logical reasoning to predict the outcome of a program  To explain that programming projects can have code and artwork  To design an algorithm  To create and debug a program that I have written

Sequence of Learning	Current Vocabulary	New Vocabulary
Buttons  Directions  Forwards and backwards  Four directions  Getting there  Routes		Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.

<b>Trip/Visitor</b>

<b>Other Information</b>	Purple Mash 2Go  Purple Mash 2code  Floor robots (e.g. Beebots)
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