



Year 1 Computing



	Autumn 1 8 weeks	Autumn 2 7 weeks	Spring 1 6 weeks	Spring 2 5 weeks	Summer 1 7 weeks	Summer 2 7 weeks
Focus	Digital Literacy Communication/Emails	Computer science Algorithms	Digital literacy	Computer science Programming	Computer science Simulation/gaming	IT
Lessons and resources	Cyber walk (intro to keyboard and computer skills) <i>3BM 3 lessons</i>	What is an algorithm? <i>3BM 3 lessons</i>	Smartie the penguin <i>3BM 2 Lessons</i>	I can code <i>3BM 4 lessons</i>	Drive carefully <i>3BM 2 lessons</i>	Robot Words Using a word bank <i>3BM 2/3 lessons</i>
	Sharing my Iceberg work? <i>3BM 2 lessons (blogging)</i>					
	Cyber walk - creating digital image <i>3BM 3 lessons</i>		Beebot garden walk - programming devices <i>3BM 3 lessons</i>		Us Online <i>2 Lessons</i> <i>Pupils will need USO log ins</i>	
E safety focus	Us Online <i>Pupils will need USO log ins</i>	Internet scenario cards <i>Choose appropriate scenarios</i>	Internet scenario card activity (finding images) <i>3BM 1 lesson</i>	Us Online <i>2 Lessons</i> <i>Pupils will need USO log ins</i>		Internet scenario cards <i>Choose appropriate scenarios</i>
Computing objectives	Can use a mouse, finger etc. to select & move items on the screen, assembling or matching objects. Can use some software	Understands some basic computing terms and concepts, such as ... algorithm, program, sequence, etc.	Knows about the Internet and beginning to understand some key, age appropriate, safety 'rules'.	Can give simple instructions to control a device, like a 'floor' robot, or on-screen object.	Can use trial and error to produce an accurate set of simple instructions, to control a floor 'robot' or on-	Can use a mouse, finger etc. to select and move items on the screen, assembling or matching

	<p>to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p> <p>Can use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p> <p>Knows about the Internet and beginning to understand some key, age appropriate, safety 'rules'.</p>	<p>Can give simple instructions to control a device, like a 'floor' robot, or on-screen object.</p> <p>Understands that software may represent a fantasy situation and can make sensible (logical) decisions/choices when 'playing' a straight-forward 'game'.</p> <p>Can use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p>	<p>Can find some straight-forward information from a 'safe', selected online resource.</p>	<p>Can use trial and error to produce an accurate set of simple instructions, to control a floor 'robot' or on-screen object.</p> <p>Understands that software may represent a fantasy situation and can make sensible (logical) decisions/choices when 'playing' a straight-forward 'game'.</p> <p>Can name some digital devices that need precise instructions (algorithms) to work / be controlled.</p>	<p>screen object.</p> <p>Understands that software may represent a fantasy situation and can make sensible (logical) decisions/choices when 'playing' a straight-forward 'game'.</p>	<p>objects.</p> <p>Can use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p> <p>Can take a digital picture or video clip, or record a sound, as part of a task.</p> <p>Can use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)</p>
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