

Y1 Computing Curriculum Overview

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

E = evidence work for computing book

<u>Autumn 1 Computer Skills</u>
• Using a mouse or trackpad – use a computer mouse or trackpad
• Switch on and shut down – switch on and shut down a computer
• Applications and windows – launch an application and manipulate windows
• Folders and save – save a file
• Dragging – drag objects in a file from one location to another
• Using our computer skills – identify and practise my computer skills E

Additional lesson to be covered in Autumn 1: Using and Applying Lesson 1

<u>Autumn 2 Word Processing</u>
• Typing – type on a keyboard
• Symbols and save – type symbols and save files
• Editing – edit text
• Undo and Redo – correct mistakes using the undo and redo buttons
• Select and format text - highlight appropriate words or sections of type using bold, italics and underline. E
• Formatting text - change the size and colour of the font E

Additional lesson to be covered in Autumn 2: Using and Applying Lesson 2

Spring 1 Online Safety

- Owning your creative work – create, name and date digital creative work
- Safe image searching – safely search for images online
- Staying SMART online – understand how to communicate safely online
- My personal information – understand what personal information to keep safe
- What is email? – how to use email to safely communicate **E**
- Keeping Zibb Safe online – apply online safety knowledge to help others make good choices online

Additional lesson to be covered in Spring 1: Using and Applying Lesson 3

Spring 2 Programming Toys

- Building bricks – create instructions using pictures
- Potato Man algorithms – why is it important to be precise when writing an algorithm
- Program a person – write instructions to program a person like a computer **E**
- Bee-Bot toy shop part 1 – program a Bee-Bot to move **E**
- Debugging Bee-Bots – debug a Bee-Bot by fixing incorrect instructions
- Bee-Bot Toy Shop Part 2 – program a sequence to make a Bee-Bot move

Additional lesson to be covered in Spring 2: Using and Applying Lesson 4

Summer 1 Painting

- Colours – paint with different colours
- Brushes – paint with different brushes
- Shapes and fill – create shapes and fill areas **E**
- Undo and redo – make changes to improve my work
- Text – add text to a painting
- Making a poster – use a computer program to make a poster **E**

Additional lesson to be covered in Summer 1: Using and Applying Lesson 5

Summer 2 Programming with Scratch Junior

- Cool characters – describe and use instructions to program a character E
- Grow and shrink – program a character to grow and shrink
- Time to move - use instructions to make characters move at different speeds and distance
- Repeat – use a repeat instruction to make a sequence of instructions run more than once
- Sounds – create programs that play a recorded sound
- Sequencing – create programs with a sequence of linked instructions

Additional lesson to be covered in Summer 2: Using and Applying Lesson 6