

## Year 1 Computing Autumn

### **Unit 1 from Teach Computing:**

**Basic skills: Logging on and Computing systems and networks - Technology around us\*** To use a keyboard and mouse safely. Teaching how to log into the network and use the computer suite.

### **Unit 1.1 Purple Mash- Online Safety\***

To log in safely. • To learn how to find saved work in the Online Work area and find teacher comments. • To learn how to search Purple Mash to find resources. To start to add pictures and text to work. To explore the Tools and Games section of Purple Mash. • To learn how to open, save and print. • To understand the importance of logging out.

### **Unit 1.3 Purple Mash- Pictograms**

To understand that data can be represented in picture format. • To contribute to a class pictogram. • To use a pictogram to record the results

### **Unit 1.4 Purple Mash- Lego Builders**

To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. To follow and create simple instructions on the computer. To consider how the order of instructions affects the result

## Spring

### **Safer Internet Day- assembly and lesson\***

Children understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons.

### **1.6 Purple Mash- Animated Stories**

• To introduce e-books and the 2Create a Story tool. • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a class display board.

### **Unit 1.8-Purple Mash- Spreadsheets\***

Children can navigate around a spreadsheet. • Children can explain what rows and columns are. • Children can save and open sheets. • Children can enter data into cells.

**Start Unit 5 (Programming A Moving a Robot) from Teach Computing Bee Bots: moving forwards, backwards and all directions, following a route \***

## Summer

**Unit 5 (Programming A Moving a Robot) from Teach Computing Bee Bots: moving forwards, backwards and all directions, following a route \***

Learners will be introduced to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer program. Identify what each command for the floor robot does, and use that knowledge to predict the outcome of programs. Learners are introduced to the early stages of program design through algorithms.

### **Unit 1.5 (as supplemented by Bee Bot unit) Maze Explorers**

Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective.

Children learn to find more than one solution to a problem:

### **Unit 1.7- Purple Mash- Coding**

To understand what instructions are and predict what might happen when they are followed. • To use code to make a computer program. • To understand what object and actions are. • To understand what an event is. • To use an event to control an object. • To begin to understand how code executes when a program is run. • To understand what backgrounds and objects are. • To plan and make a computer program.