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| **Computing Year 1** | **Autumn** | **Spring** | **Summer** |
| **Scientific Enquiry Objectives**  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.  • Use technology purposefully to  create, organise, store,  manipulate and retrieve digital  content.  • Recognise common uses of  information technology beyond  the school.  • Understand what algorithms  are - how they are  implemented as programs on  digital device 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. |  | | |
| **1.1 Exploring Purple Mash and 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 become familiar with the icons and types of resources available in the Topics section. • 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 off.  **1.2 Grouping and Sorting**  To sort items using a range of criteria.  • To begin to think logically about the  steps of a process. • To sort items on the computer using the ‘Grouping’ activities in Purple Mash. • To introduce the term ‘algorithm’ to describe logically following a process. | **1.4 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.  **1.5 Maze Explorer**  To understand the functionality of the  direction keys. • To understand how to create and debug a set of instructions (algorithm). • To use the additional direction keys as part of an algorithm.  • To understand how to change and  extend the algorithm list. • To create a longer algorithm for an activity.  • To set challenges for peers.  • To access peer challenges set by the  teacher as 2Dos. | **1.7 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.  **1.8 Spreadsheets**  To know what a spreadsheet program looks like. • To locate 2Calculate in Purple Mash. • To enter data into spreadsheet cells.  • To use 2Calculate image tools to add clipart to cells. • To use 2Calculate control tools: lock,  move cell, speak and count. |
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