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| **Computing Year 1** | **Autumn** | **Spring** | **Summer** |
| **Scientific Enquiry Objectives** Use technology safely andrespectfully, keeping personalinformation private; identifywhere to go for help andsupport when they haveconcerns about content orcontact on the internet or otheronline technologies.• Use technology purposefully tocreate, organise, store,manipulate and retrieve digitalcontent.• Recognise common uses ofinformation technology beyondthe school.• Understand what algorithmsare - how they areimplemented as programs ondigital device and thatprograms execute by followingprecise and unambiguousinstructions.• Create and debug simpleprograms.• Use logical reasoning to predictthe behaviour of simpleprograms.  |  |
| **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 towork. • To explore the Tools and Gamessection of Purple Mash. • To learn how to open, save and print. • To understand the importance oflogging off.**1.2 Grouping and Sorting**To sort items using a range of criteria.• To begin to think logically about thesteps 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 adheringstrictly to instructions to completingtasks without complete instructions.• To follow and create simple instructions on the computer.• To consider how the order ofinstructions affects the result.**1.5 Maze Explorer**To understand the functionality of thedirection 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 andextend the algorithm list. • To create a longer algorithm for an activity.• To set challenges for peers.• To access peer challenges set by theteacher 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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