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.	**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.

• Use logical reasoning to predict the behaviour of simple programs.