COMPUTING

Year 1: Autumn 1
Basic Skills/ Online Safety

Online Safety

Prior Learning EYFS – introduced positives and the negatives of internet safety as part of EYFS framework.
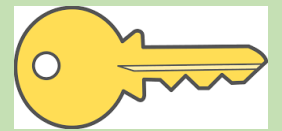
Objectives
- To login using different school devices,
- To know how to use different school websites,
- To know when to take breaks from device time,
- To be respectful of people while using devices,
- To learn how to Stay safe online,

Key Learning
Being safe online means pupils are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.
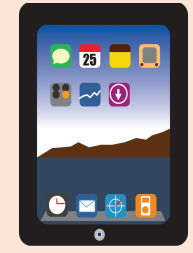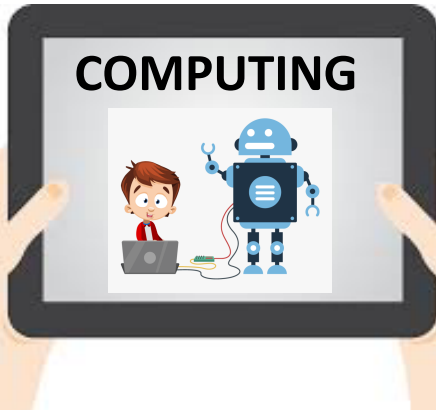
Vocabulary

- Balance,
- Device,
- Frustrated,
- Pause,
- Online,
- Website,
- App,

Key Resources

COMPUTING
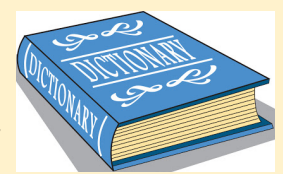
Year 1: Autumn 2
Mouse and Keyboard

Prior Learning EYFS - Knows how to operate simple equipment (30-50 months)
Give explanations (Speaking 30-50 months)

Year 1
Mouse and Keyboard skills

Objectives

- Mouse and keyboard skills; move mouse, left/right click, drag and drop. ☐
- Typing; Find letters on keyboard and begin touch typing with home row keys. ☐
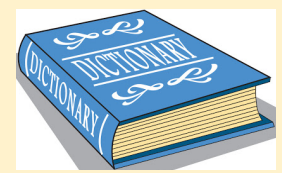
Key Learning

Pupils will learn to use a mouse and keyboard and become more able at using these skills. You will begin to use a range of digital resources such as tablet computers and touch screens.
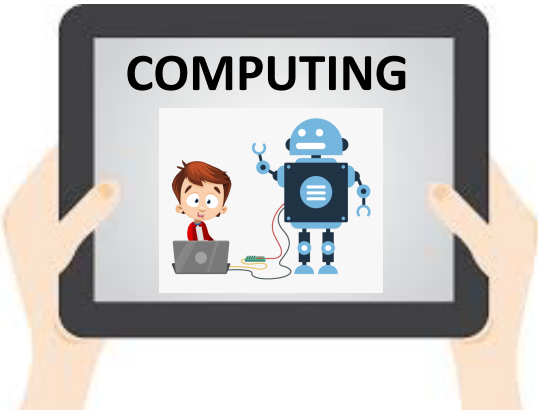
Vocabulary

- Keyboard,
- Mouse,
- Touch,
- Type,
- Keys,
- Right click,
- Left click,
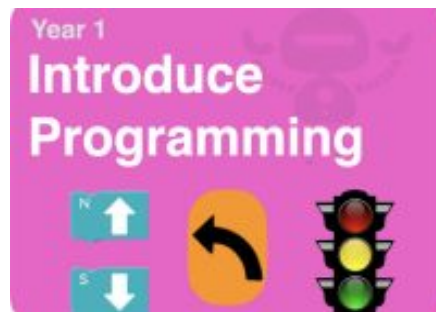- Double click,

Key Resources

COMPUTING

Year 1: Spring 1

Coding and Programming

Prior Learning – Knows how to operate simple equipment (30-50 months)
Give explanations (Speaking 30-50 months)

Year 1
Introduce Programming

Objectives

Understand sequence and algorithms. ☐
Sequence instructions (commands) to achieve an objective. ☐
Use distances in commands. ☐
Predict, write, execute and debug a simple program. ☐
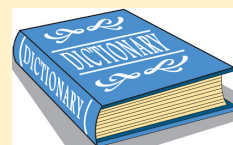
Key Learning
Pupils will start to learn basics of coding and programming skills using a range of online and practical resources.
Children will learn improvement vocabulary such as sequencing, algorithms, predict, debug.
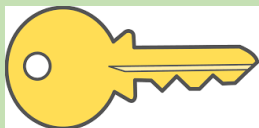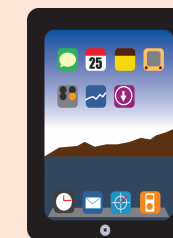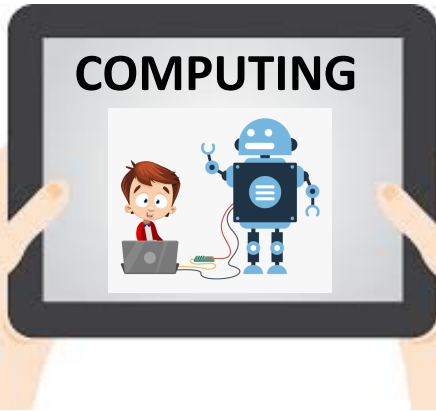
Vocabulary

- Code,
- Program,
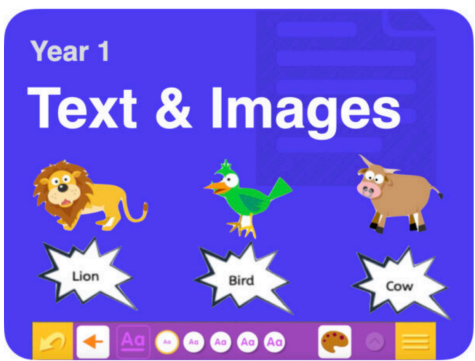- Sequence,
- Algorithm,
- Predict,
- Debug,

Key Resources

code.org

COMPUTING

Year 1: Spring 2 Adding Text and Images

Prior Learning – Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for a particular purpose.

Year 1
Text & Images

Lion   Bird   Cow

Objectives

Add, move and resize images the add text and adjust size and placement, ☐
Add, resize and place images on a page then add and position text to label and describe images, ☐
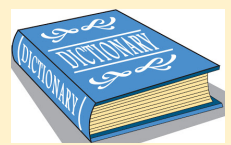Use word banks to write sentences about images, ☐

Key Learning

Pupils will apply their mouse skills and keyboard skills into use by adding images and resizing them, before adding and resizing text. These skills will really help later digital publishing skills, such as comic and ebook creation.
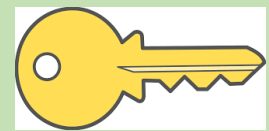
Vocabulary

- Keyboard,
- Mouse,
- Images,
- Resize,
- Text,

Key Resources

ABCYa Colour, Paint and Draw website
Junior Infant Tools Paint website

COMPUTING
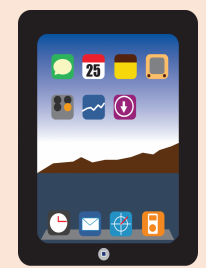
Year 1: Summer 1

Music Creation

Year 1
Music Creation FREE
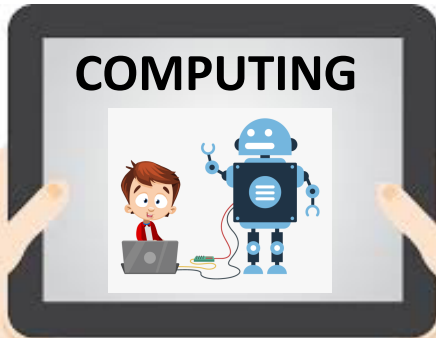
Prior Learning - Explore how sounds can be changed (30-50 months)
Explore different sounds of instruments (40-60 months)
They select and use technology for a particular purpose (Early Learning Goals)
Represent own ideas through music (Early Learning Goals)

Objectives

- Understand the advantages and disadvantages of making music on a computer. ☐
- Understand that different instruments make their own sound and that instruments can be divided into groups, ☐
- Create a rhythm using a pattern of beats, ☐
- Create digital sounds using patterns and shapes, ☐
- Create a simple melody using patterns and adjust tempo, ☐

Key Learning

Pupils will learn to understand different sounds instruments make, the important of patterns in music creation and important words such as rhythm/beats, tempo and melody. Most importantly, pupils should be encouraged to experiment with music creation.
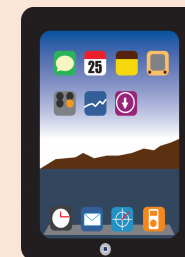
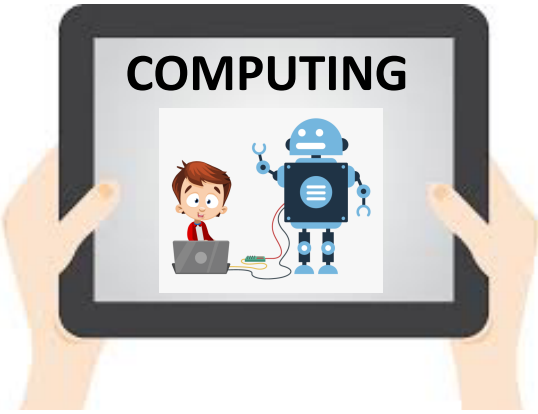## Vocabulary

- Rhythm,
- Melody,
- Tempo,

DICTIONARY

Key Resources

https://musiclab.chromeexperiments.com
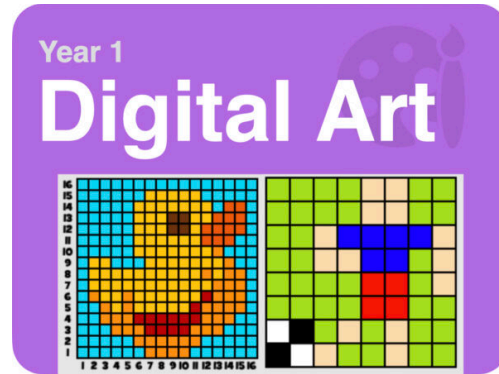
COMPUTING

Year 1: Summer 2 Digital Art

Prior Learning – Uses simple tools and techniques competently and appropriately (40-60+ months)
Selects appropriate resources and adapts them where necessary (40-60+ months)
Explores how colours can be changed (30-50 months)
Chooses particularly colours to use for a purpose (40-60 months)

Year 1 Digital Art

Objectives

- Change the colour of individual pixels to accurately re-create basic artwork. ☐
- Make changes where required. ☐
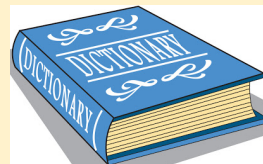- Change the colour of individual pixels to accurately re-create detailed artwork ☐

Key Learning

Pupils are introduced the precision needed for digital art and introducing pixels. Pupils will understand the benefits of digital art as less messy and easier to make changes.
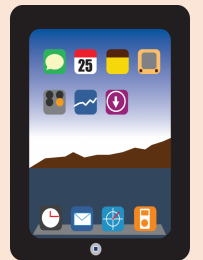
Vocabulary

- Digital,
- Change,
- Pixels,
- Re-create,

Key Resources

digipuzzle.net