| Year 1 Computing – Medium Term Planning | | | | | |
|---|---|---|---|---|---|
| Autumn A<br>Information Technology: Key Skills | Autumn B<br>Digital Literacy: The Internet | Spring A<br>Digital Literacy: E-books | Spring B<br>Computer Science: Unplugged | Summer A<br>Computer Science: BeeBots | Summer B<br>Computer Science: 2Code |
| o To be able to log on and off of the computer independently<br>o To be able to shut down the computer safely<br>o To be able to use a mouse correctly<br>o To be able to type using the keyboard<br>o To be able to edit text<br>o To be able to save work<br>o *To be able to insert text* | o To be able to understand what a computer is<br>o To be able to recognise different uses for computers<br>o To be able to understand what the internet is<br>o To be able to recognise different ways that the internet can be used To be able to explain how wired and wireless communications work<br>o To be able to express ways to stay safe on the internet | o To be able to understand what an e-book is<br>o To be able to explore Paint software<br>o To be able to draw a picture using digital software<br>o To be able to save work<br>o To be able to insert a picture<br>o To be able to edit text<br>o To be able to add animations | o To be able to understand what an algorithm is<br>o To be able to create simple algorithms<br>o To be able to debug algorithms<br>o To be able to understand what decomposition is<br>o To be able to understand and identify patterns<br>o To be able to understand what abstraction is | o To be able understand that a computer follows precise commands and will respond to those commands consistently<br>o To be able to plan and predict the behaviour of simple programs<br>o To be able to use logical reasoning to predict the behaviour of simple programs<br>o To be able to plan, test and debug simple algorithms<br>o To be able to record an algorithm<br>o To be able to create an efficient algorithm in order to achieve a specific goal<br>o To be able to plan and combine a sequence of commands to achieve a specific goal.<br>o To be able to evaluate an algorithm and improve it as necessary | o To be able to understand what algorithms are.<br>o To be able to understand how algorithms are used in programs.<br>o To be able to apply this understanding to create a simple program using an algorithm.<br>o To be able to use design mode to control how a game looks<br>o To be able to write a program that controls how a CHARACTER moves.<br>o To be able to explain what is happening and write down/ talk through my code |