

Computing Overview KS1 Year 1



Year 1	Autumn	Spring	Summer
	<p><u>Online Safety & Exploring Purple Mash Unit 1.1</u></p> <p>To login safely. To start to introduce to the children the idea of ‘ownership’ of their creative work.</p> <p>To know how to find saved work in the Online Work area and find teacher comments. To know how to search Purple Mash to find resources.</p> <p>To become familiar with the types of resources available in the Topics section. To become more familiar with the icons used in the resources in the Topic section. To start to add pictures and text to work.</p> <p>To explore the Tools section of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New. To explore the Games section on Purple Mash. To understand the importance of logging out when they have finished</p> <p><u>Grouping & Sorting Unit 1.2</u></p> <p>To sort items using a range of criteria. To sort items on the computer using the ‘Grouping’ activities in Purple Mash.</p> <p><u>Pictograms Unit 1.3</u></p> <p>To understand that data can be represented in picture format</p> <p>To contribute to a class pictogram</p> <p>To use a pictogram to record the results of an experiment.</p>	<p><u>Lego Builders Unit 1.4</u></p> <p>To emphasise the importance of following instructions.</p> <p>To follow and create simple instructions on the computer.</p> <p>To consider how the order of instructions affects the result.</p> <p><u>Maze Explorers Unit 1.5</u></p> <p>To understand how to create and debug a set of instructions (algorithm)</p> <p>To use the additional direction keys as part of their algorithm. To understand how to change and extend the algorithm list. To create a longer algorithm for an activity</p> <p>To provide an opportunity for the children to set challenges for each other.</p> <p><u>Animated Story Books Unit 1.6</u></p> <p>To be introduced to e-books and to 2Create a Story. To add animation to a story. To add sound to a story including voice recording and music the children have created. To work on a more complex story including adding backgrounds and copying and pasting pages. To use additional features to enhance their stories.</p> <p>To share their e-books on a class display board.</p>	<p><u>Coding Unit 1.7</u></p> <p>To understand what coding means in computing. To create unambiguous instructions like those required by a computer. To build one- and two-step instructions using the printable code cards.</p> <p>To introduce 2Code. To use the 2Code program to create a simple program. To use Design Mode to add and change backgrounds and characters. They will use the Properties table to change the look of the objects. To use the Properties table to change the look of the objects. To design a scene for a program. To use code blocks to make the characters move automatically when the green Play button is clicked. To add an additional character who moves when clicked. To explore the When Key and When Swiped commands (on tablets if available). To use the Stop button to make characters stop when the background is clicked. To explore a method to code interactivity between objects. To use Collision Detection to make objects perform actions. To use the sound property.</p> <p><u>Spreadsheets Unit 1.8</u></p> <p>Introduction to spreadsheets Adding images to a spreadsheet and using the image toolbox Using the ‘speak’ and ‘count’ tools in 2Calculate to count items</p> <p><u>Technology outside school Unit 1.9</u></p> <p>To walk around the local community and find examples of where technology is used.</p> <p>To record examples of technology outside school.</p>
	<p>ESafety – Safe Search online, communicating safely online, keeping personal information safe, using email to communicate safely and applying own knowledge of online safety to others.</p>		

Computing Overview KS1 Year 1

