

Year 1 – Computing - Curriculum Overview

Computing Systems and Networks – Technology Around Us		
Lesson	Learning Objectives	Success Criteria
1	To identify technology	<ul style="list-style-type: none">- I can explain how these technology examples help us- I can explain technology as something that helps us- I can locate examples of technology in the classroom
2	To identify a computer and its main parts	<ul style="list-style-type: none">- I can name the main parts of a computer- I can switch on and log into a computer- I can use a mouse to click and drag
3	To use a mouse in different ways	<ul style="list-style-type: none">- I can click and drag to make objects on a screen- I can use a mouse to create a picture- I can use a mouse to open a program
4	To use a keyboard to type on a computer	<ul style="list-style-type: none">- I can save my work to a file- I can say what a keyboard is for- I can type my name on a computer
5	To use the keyboard to edit text	<ul style="list-style-type: none">- I can delete letters- I can open my work from a file- I can use the arrow keys to move the cursor
6	To create rules for using technology responsibly	<ul style="list-style-type: none">- I can discuss how we benefit from these rules- I can give examples of some of these rules- I can identify rules to keep us safe and healthy when we are using technology in and beyond the home

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Creating Media – Digital Painting		
Lesson	Learning Objectives	Success Criteria
1	To describe what different freehand tools do	<ul style="list-style-type: none">- I can draw lines on a screen and explain which tools I used- I can make marks on a screen and explain which tools I used- I can use the paint tools to draw a picture
2	To use the shape tool and the line tools	<ul style="list-style-type: none">- I can make marks with the square and line tools- I can use the shape and line tools effectively- I can use the shape and line tools to recreate the work of an artist
3	To make careful choices when painting a digital picture	<ul style="list-style-type: none">- I can choose appropriate shapes- I can create a picture in the style of an artist- I can make appropriate colour choices
4	To explain why I chose the tools I used	<ul style="list-style-type: none">- I can choose appropriate paint tools and colours to recreate the work of an artist- I can say which tools were helpful and why- I know that different paint tools do different jobs
5	To use a computer on my own to paint a picture	<ul style="list-style-type: none">- I can change the colour and brush sizes- I can make dots of colour on the page- I can use dots of colour to create a picture in the style of an artist on my own
6	To compare painting a picture on a computer and on paper	<ul style="list-style-type: none">- I can explain that pictures can be made in lots of different ways- I can say whether I prefer painting using a computer or using paper- I can spot the differences between painting on a computer and on paper

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Creating Media – Digital Writing		
Lesson	Learning Objectives	Success Criteria
1	To use a computer to write	<ul style="list-style-type: none"> - I can identify and find keys on a keyboard - I can open a word processor - I can recognise keys on a keyboard
2	To add and remove text on a computer	<ul style="list-style-type: none"> - I can enter text into a computer - I can use backspace to remove text - I can use letter, number, and space keys
3	To identify that the look of text can be changed on a computer	<ul style="list-style-type: none"> - I can explain what the keys that I have learnt about already do - I can identify the toolbar and use bold, italic, and underline - I can type capital letters
4	To make careful choices when changing text	<ul style="list-style-type: none"> - I can change the font- I can select all of the text by clicking and dragging - I can select a word by double-clicking
5	To explain why I used the tools that I chose	<ul style="list-style-type: none"> - I can decide if my changes have improved my writing - I can say what tool I used to change the text - I can use 'undo' to remove changes
6	To compare typing on a computer to writing on paper	<ul style="list-style-type: none"> - I can explain the differences between typing and writing - I can make changes to text on a computer - I can say why I prefer typing or writing

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Data and Information – Grouping Data		
Lesson	Learning Objectives	Success Criteria
1	To label objects	<ul style="list-style-type: none">- I can describe objects using labels- I can identify the label for a group of objects- I can match objects to groups
2	To identify that objects can be counted	<ul style="list-style-type: none">- I can count a group of objects- I can count objects- I can group objects
3	To describe objects in different ways	<ul style="list-style-type: none">- I can describe an object- I can describe a property of an object- I can find objects with similar properties
4	To count objects with the same properties	<ul style="list-style-type: none">- I can count how many objects share a property- I can group objects in more than one way- I can group similar objects
5	To compare groups of objects	<ul style="list-style-type: none">- I can choose how to group objects- I can describe groups of objects- I can record how many objects are in a group
6	To answer questions about groups of objects	<ul style="list-style-type: none">- I can compare groups of objects- I can decide how to group objects to answer a question- I can record and share what I have found

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Programming A – Moving a Robot		
Lesson	Learning Objectives	Success Criteria
1	To explain what a given command will do	<ul style="list-style-type: none"> - I can match a command to an outcome - I can predict the outcome of a command on a device - I can run a command on a device
2	To act out a given word	<ul style="list-style-type: none"> - I can follow an instruction - I can give directions - I can recall words that can be acted out
3	To combine forwards and backwards commands to make a sequence	<ul style="list-style-type: none"> - I can compare forwards and backwards movements - I can predict the outcome of a sequence involving forwards and backwards commands - I can start a sequence from the same place
4	To combine four direction commands to make sequences	<ul style="list-style-type: none"> - I can compare left and right turns - I can experiment with turn and move commands to move a robot - I can predict the outcome of a sequence involving up to four commands
5	To plan a simple program	<ul style="list-style-type: none"> - I can choose the order of commands in a sequence - I can debug my program - I can explain what my program should do
6	To find more than one solution to a problem	<ul style="list-style-type: none"> - I can identify several possible solutions - I can plan two programs - I can use two different programs to get to the same place

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Programming B – Introduction to Animation		
Lesson	Learning Objectives	Success Criteria
1	To choose a command for a given purpose	<ul style="list-style-type: none"> - I can compare different programming tools - I can find which commands to move a sprite - I can use commands to move a sprite
2	To show that a series of commands can be joined together	<ul style="list-style-type: none"> - I can run my program - I can use a Start block in a program - I can use more than one block by joining them together
3	To identify the effect of changing a value	<ul style="list-style-type: none"> - I can change the value - I can find blocks that have numbers - I can say what happens when I change a value
4	To explain that each sprite has its own instructions	<ul style="list-style-type: none"> - I can add blocks to each of my sprites- I can delete a sprite- I can show that a project can include more than one sprite
5	To design the parts of a project	<ul style="list-style-type: none"> - I can choose appropriate artwork for my project - I can create an algorithm for each sprite - I can decide how each sprite will move
6	To use my algorithm to create a program	<ul style="list-style-type: none"> - I can add programming blocks based on my algorithm - I can test the programs I have created - I can use sprites that match my design