YEAR 1 COMPUTING PROGRESSION IN SKILLS AND KNOWLEDGE STATUTORY REQUIREMENTS

AUTUMN N.C Objectives in bold	SPRING N.C Objectives in bold	SUMMER N.C Objectives in bold
AUTUMN 1: 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. ***Online safety and exploring Purple Mash (Unit 1.1 Purple Mash)*** -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 out **USE TECHNOLOGY PURPOSEFULLY TO CREATE, ORGANISE, STORE, MANIPULATE AND RETRIEVE DIGITAL CONTENT.** ***Grouping and Sorting (Unit 1.2 Purple Mash)*** -To sort items using a range of criteria. -To sort items on the computer using the 'Grouping' activities in Purple Mash.	**SPRING 1: ALGORITHMS: PUPILS SHOULD BE TAUGHT TO UNDERSTAND WHAT ALGORITHMS ARE; HOW THEY ARE IMPLEMENTED AS PROGRAMS ON DIGITAL DEVICES; AND THAT PROGRAMS EXECUTE BY FOLLOWING PRECISE AND UNAMBIGUOUS INSTRUCTIONS** ***Maze Explorer (Unit 1.5 Purple Mash)*** -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. **USE TECHNOLOGY PURPOSEFULLY TO CREATE, ORGANISE, STORE, MANIPULATE AND RETRIEVE DIGITAL CONTENT.** ***Animated stories (Unit 1.6 Purple Mash - Maze Explorers)*** -To introduce e-books and the 2Create a Story tool. -To add animation to a story. -To add sound to a story, including voice recording and music the children have composed. --To work on a more complex story, including adding backgrounds and copying and pasting pages.	**SUMMER 1: USE TECHNOLOGY PURPOSEFULLY TO CREATE, ORGANISE, STORE, MANIPULATE AND RETRIEVE DIGITAL CONTENT** ***Spreadsheets (Unit 1.8 Purple Mash)*** -To know what a spreadsheet program looks like. How to open 2Calculate in Purple Mash. -To know how 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. **SUMMER 2: RECOGNISE COMMON USES OF INFORMATION TECHNOLOGY BEYOND SCHOOL** ***Technology outside school (Unit 1.9 Purple Mash)*** -To walk around the local community and find examples of where technology is used. -To record examples of technology outside school. *Complete unit 1.7 if not finished

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AUTUMN 2: <u>USE TECHNOLOGY PURPOSEFULLY TO CREATE, ORGANISE, STORE, MANIPULTE AND RETRIEVE DIGITAL CONTENT.</u> ***Pictograms (Unit 1.3 Purple Mash)*** -To understand that data can be represented in picture format. -To contribute to a class pictogram. -To use a pictogram to record the results of an experiment. **<u>USE LOGICAL REASONING TO PREDICT THE BEHAVIOUR OF SIMPLE PROGRAMMES.</u>** ***Lego Builders (Unit 1.4 Purple Mash)*** -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.	To share e-books on a class display board. **<u>SPRING 2: USE LOGICAL REASONING TO PREDICT THE BEHAVIOUR OF SIMPLE PROGRAMMES.</u>** ***Coding (Unit 1.7 Purple Mash)*** -To understand what coding means. -To use design mode to set up a scene. -To add characters. -To use code blocks to make the character perform actions. -To use collision detection. -To save and share work. -To know the save, print, open and new icon.	

KNOWLEDGE TO BE LEARNED BY THE END OF EACH UNIT (WHAT DO WE WANT THE CHILDREN TO KNOW AND REMEMBER?)

AUTUMN TERM	SPRING TERM	SUMMER TERM
• Know what a pictogram is • Know what the word *data* means • Recognise and know the names of some icons	• Know what *algorithm* means • know the save, print, open and new icons and show others how these are used • know what an e-book is	• Know what a spreadsheet is • Know what the word *data* means • Know what the word *technology* means • Know what *clipart* is

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Children working at below Age Related Expectations in COMPUTING at the end of Year 1: