Computing Curriculum Planner: Year 1

Autumn	Spring	Summer

e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

I am kind and responsible

Agree class internet rules based on personal responsibilities.
Include cyberbullying messages in Anti-bullying week.

e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards

I am safe

Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online.
Use Safer Internet Day to focus on use of the internet and different technologies.

e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards

I am healthy

Consider age-appropriate and healthy use of technology.
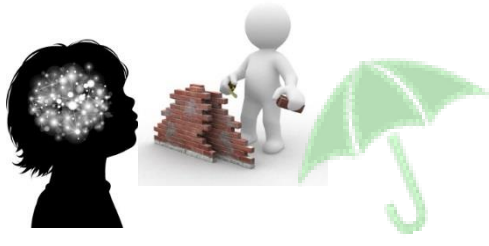Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.

Basic Skills
(to support my learning across the curriculum)

- Use passcode on a tablet and log in on laptop/PC.
- Use home button on a tablet.
- Develop coordination and motor skills in operation a mouse or roller pad on a laptop or PC.
- Open a document or other file on a laptop/PC.
- Open appropriate App or Home screen link on a tablet.
- Take a photo and open camera roll on a tablet.
- Follow a hyperlinked image to a website using a laptop or PC.
- Follow links to find information
- Use keyboard to find the letters of your name or basic spellings. (Encourage use of left and right hands.)
- Use uppercase key for a capital letter.
- Use space bar between words.

Multimedia 1 – CORE

Year 1 Describing My Toys

3-5 sessions

- Use online activity to add text to an image
- Record an image; upload it to a computer / check it is on camera roll of tablet
- Use software or app to label photo
- Create an interactive story
- Present work to peers

Programming 1 - CORE

Year 1 Move My Bee-Bot

3 sessions

- Give instructions to partners
- Use counters to investigate Bee-Bot movement
- Draw 'town' in pairs
- 'Write' programs to move around town
- Use word algorithm

Multimedia 3 – CHOICE

Year 1 Making My Animated People 6 sessions

- Create simple flipbook animation
- Experiment with Pivot Stick software
- Make a character walk
- Predict what will happen with changes to timing and size of movements

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TIOL 1 - CORE

Year 1 Discovering My Technology   2 sessions

- Play I Spy of technology
- Work in groups to search out technology around the school and discuss purposes
- Search for technology at home
- Discuss who uses technology and why
- Play I Spy of technology at

Programming 2 – CHOICE

Year 1 More than My Bee-Bot

4 sessions

- Give instructions to Bee-Bot to find different toys
- Build a sequence of instructions
- Debug Bee-Bot program
- Use online route activity
- Use car track in 2Go or JIT

TIOL 3 - CHOICE

Year 1 Sharing My Learning

3 sessions

- Use Skype as a whole class or in small groups
- Use Google Earth
- Talk about how technology has helped them share their learning
- Talk about benefits of technology and when best to use something else

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Additional activities to develop computational thinking

Simon Says (10 minutes)

- Play Simon Says with the class.
- Discuss how this activity is dependent on properly being able to give and follow instructions.
- Explain how providing clear instructions is critical to computer programming.

https://www.scratchjr.org/teach.html

Crazy Character Algorithm (30 minutes)

- Create a set of instructions on how to draw a crazy character.
- Start to understand what algorithms are.

Sign up free to Barefoot Computing.

Handling Data 1 – CORE

Year 1 Counting My Information

4 - 5 sessions

- Use pictograph software to record data
- Use Venn diagrams to sort clipart and photographs
- Take photographs of the different Venn diagrams
- Talk about the information that has been sorted

Programming 3 – CHOICE

Year 1 My Moves on screen with 2Go or JIT   4 sessions

- Use 2Go/JIT program to move car around village
- Link back to Bee-Bot town activity
- Challenge with turning level of 2Go
- Draw house with 2Go/JIT

Handling Data 3 – CHOICE

Year 1 Showing My Feelings 3 sessions

- Use feelings screen in 2Count/JIT5 or with an app to show how children are feeling
- Talk about using technology
- Use same screen to show how they feel when they use technology

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Programming 4 – CHOICE

Year 1 Debug My Programs in JIT   3 sessions

- Explore JIT programming
- Build and debug sequences
- Complete 'Three Little Pigs' challenge
- Draw initial of name

Open Ended Challenge

Identify an appropriate challenge to allow children to
- Use computational thinking to plan, develop and evaluate their use of technology
- Have a differentiated learning experience including developing mastery
- Demonstrate attainment in computing