

Year 1 Autumn term – Computing 1:1 Online safety

In this unit we are exploring how to stay safe online

Our Key Learning Objectives			
I can log on safely			
I can find saved work in the Online work area and find teacher comments			
I can search purple mash to find resources			
I am familiar with the icons and types of resources available in the topic section			
I am starting to add pictures and text to work			
I can explore the tools section of purple mash			
I can open, save and print			
I understand the importance of logging out			

Tick the **green** box if you fully understand and can explain your knowledge to someone else. Tick the **orange** box if you understand a bit but would need some help to explain it to someone else. Tick the **red** box if you are still learning to understand.

Key Words

<p><u>Log in</u></p>	<p><u>Username</u></p>	<p><u>Password</u></p>	<p><u>My work</u></p>
<p><u>Save</u></p>	<p><u>Topics</u></p>	<p><u>Tools</u></p>	<p><u>Notification</u></p>

Write down any questions you would like to explore further.

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Beacon 1

- I understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Recognise common uses of technology beyond school
- Identify where to go for help when they have concerns about content or contact on the internet or other online technologies.



Year 1 Autumn term — Computing 1:9 Technology outside school

In this unit we are exploring the way we use technology at home

Our Key Learning Objectives			
I can log on safely			
I understand the importance of logging out			
I understand the importance of keeping my password safe			
I can identify where technology is used in school			
I can identify examples of technology that is used in the community			
I can record examples of technology in school			
I can record examples of technology in the community			

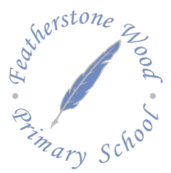
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Key Words

<u>Technology</u>	<u>School</u>	<u>Community</u>	

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Year 1 Autumn term — Computing 1:2 Grouping and sorting

In this unit we are exploring how to sort items online and offline

Our Key Learning Objectives			
I can log on safely			
I understand the importance of logging out			
I understand the importance of keeping my password safe			
I can sort items using a range of criteria			
I can sort items on the computer using grouping activities on purple mash			

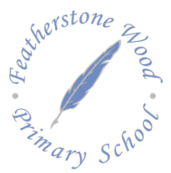
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Key Words

<u>Sort</u>	<u>Criteria</u>	<u>Shape</u>	<u>Colour</u>
<u>Group</u>			

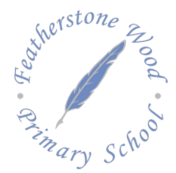
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Year 1 Autumn term – Computing 1:6 Animated storybooks

In this unit we are adding text, sound, backgrounds to existing stories.

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I can log on safely				
I understand the importance of logging out				
I can find e-books and the 2Create a Story tool.				
I can add animation to a story.				
I can add sound to a story, including voice recording and music I have composed				
I can work on a more complex story, including adding backgrounds and copying and pasting pages				
I can share e-books on a class display board				

Key Words

<p><u>Animation</u> Process of giving the illusion of movement to drawings and</p>	<p><u>Font</u> The style of text used in a piece of writing on the computer or</p>	<p><u>Sound effect</u> A sound other than speech or music made for use in a play, film or computer file.</p>	<p><u>E-book</u> A book that can be read on the computer or on a tablet.</p>
<p><u>File</u> A piece of work on the computer.</p>	<p><u>Display board</u> A way to share your work on Purple Mash.</p>		

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Year 1 Spring term — Computing 1:7 Coding

In this unit we are exploring block coding

Our Key Learning Objectives			
I understand what coding means			
I can use design mode to set up a scene			
I can add characters			
I can use code blocks to make the character perform actions			
I can use collision detection			
I can save and share work			
I know the save, print, open and new icons			

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Key Words

<u>Action</u>	<u>Character</u>	<u>Coding</u>	<u>Background</u>
<u>Code Block</u>	<u>Collision detection</u>	<u>Button</u>	<u>Command</u>

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Year 1 Spring term — Computing 1:8 Spreadsheets

In this unit we are adding images and using speaking and counting tools

Our Key Learning Objectives			
I know what a spreadsheet programme looks like			
I know how to open 2calculate in Purple Mash			
I know how to enter data into spreadsheet cells			
I know how to use 2calculate image tools to add clip art to cells			
I know how to use 2Calculate control tools: lock, move cell, speak and count			

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Key Words

<u>Arrow keys</u>	<u>Cells</u>	<u>Clipart</u>	<u>Rows</u>
<u>Curser</u>	<u>Columns</u>	<u>Spreadsheet</u>	<u>Image toolbox</u>

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Year 1 Summer term – Computing 1:5 Maze explorers

In this unit we are direction and using it within algorithms

Our Key Learning Objectives			
I understand the functionality of the direction keys			
I understand how to create and debug a set of instructions (algorithm)			
I can use the additional direction keys as part of an algorithm			
I understand how to change and extend the algorithm list			
I can create a longer algorithm for an activity			
I can set challenges for peers			
I can access peer challenges set by the teacher as 2do's			

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Key Words

<u>Direction</u>	<u>Rewind</u>	<u>Left turn</u>	<u>Forward</u>
<u>Debug</u>	<u>Arrow</u>	<u>Backwards</u>	<u>Algorithm</u>

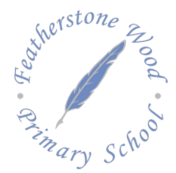
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Year 1 Summer term – Computing 1:3 Pictograms

In this unit we are contributing to and beginning to create pictograms

Our Key Learning Objectives			
I understand that data can be presented in picture format			
I can contribute to a class pictogram			
I can use a pictogram to record the results of an experiment			

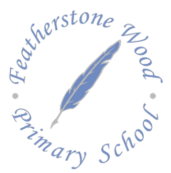
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Key Words

<u>Pictogram</u>	<u>Data</u>	<u>Collate</u>	<u>Frequency</u>
<u>Columns</u>			

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Year 1 Summer term – Computing 1:4 Lego Builders

In this unit we are following instructions and beginning to create instructions.

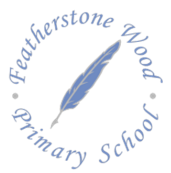
Our Key Learning Objectives	Red	Orange	Green
I can compare the effects of adhering strictly to instructions to completing tasks without complete instructions			
I can follow and create simple instructions of the computer			
I can consider how the order of instructions effects the result			
Key Words			

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<u>Instruction</u>	<u>Algorithm</u>	<u>Computer</u>	<u>Program</u>
<u>Debug</u>			

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