

# Computing Year 1 Overview



	Autumn	Spring	Summer
<b>Year 1 Computing</b>	Year 1 NC objectives	Year 1 NC objectives	Year 1 NC objectives
	<ul style="list-style-type: none"> <li>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>Create and debug simple programs.</li> <li>Recognise common uses of information technology beyond school.</li> </ul>	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>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.</li> </ul>
	Year 1 Key Learning	Year 1 Key Learning	Year 1 Key Learning
	<p><b>Computing systems and networks</b></p> <ul style="list-style-type: none"> <li>To log into a computer</li> <li>To access a website</li> <li>To use a mouse to click, drag and select tools</li> </ul> <p><b>Programming 1</b></p> <ul style="list-style-type: none"> <li>To know what an algorithm is</li> <li>To know that computers and devices use inputs and outputs</li> <li>To explain what decomposition is</li> <li>To debug an algorithm</li> </ul> <p><b>Online Safety</b></p> <ul style="list-style-type: none"> <li>To recognise what the internet is and how to use it safely</li> </ul>	<p><b>Skills showcase</b></p> <ul style="list-style-type: none"> <li>To recognise that digital content can be recognised in many forms</li> <li>To know that when we create something on a computer it can be more easily saved and shared than a paper version.</li> <li>To know some of the simple graphic design features of a piece of online software.</li> <li>To know that a spreadsheet is an electronic 'table' for sorting data.</li> </ul> <p><b>Programming 2</b></p> <ul style="list-style-type: none"> <li>To use a camera/tablet to make simple videos</li> <li>To use algorithms to move a Bee-bot accurately</li> <li>To program a device</li> </ul> <p><b>Online Safety</b></p> <ul style="list-style-type: none"> <li>To identify how people's feelings and emotions can be affected by online content</li> <li>To recognise how to treat others online</li> </ul>	<p><b>Creating media</b></p> <ul style="list-style-type: none"> <li>To understand and create a sequence of pictures.</li> <li>To take clear photographs</li> <li>To edit photographs</li> <li>To search for and import images</li> <li>To create a photo collage</li> </ul> <p><b>Data handling</b></p> <ul style="list-style-type: none"> <li>To use technology to represent data</li> <li>To gather data</li> <li>To sort data</li> </ul> <p><b>Online Safety</b></p> <ul style="list-style-type: none"> <li>To recognise the importance of being careful when posting and sharing online.</li> <li>To discuss ways to balance time spent online and offline.</li> </ul>
<b>Vocabulary</b>	Mouse, click, drag, select Input, out, algorithm, debug, decomposition	Cells, data, digital content, document Device, online content	Blurred, clear, crop, edit Sort, gather, branching database