

Computing



Key Stage 1 Y1 Summer	Vocabulary: log on, log off, password, username, search engine, website, internet, return key, shift key, cursor, algorithm, program, click, double-click, drag, drop,	National Curriculum reference Pupils should be taught to: - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs			
Resources and links www.stem.org.uk https://www.barefootcomputing.org http://primarygamesarena.com/Subjects/ICT http://flash.topmarks.co.uk/5011	What we want children to know: <table><tr><th>Reflecting (Unplugged Teaching)</th><th>Coding</th></tr><tr><td> - identify different forms of technology – What is technology? What is a computer? What is the internet? - recognise what makes technology ‘technology’ - recognise the uses and features of information technology - at home - at school - in the wider world - show how to use technology safely - at home - at school - Know that some things are real and some things are made up on the Internet - Recognise devices that will help us to go online - Know that their own information is our name, our age and where we live - Know when something is accessed that is not right and say who they should tell </td><td> Sequence: - with friend, Beebot, abstract - Write code and give instructions verbally to complete a task - Find ways to make code shorter and simpler (using loops) to complete a specified task - Create images and patterns using loops in code - Create a game using different commands linked to symbols to achieve a simple purpose - Program Beebots to follow a specific path </td></tr></table> Designing Cross-Curricular Links – Summer Term - Draw a range of shapes and create own shapes. - Build repeating patterns. - Create and edit images using different media - Digital painting in the style of Georges Seurat	Reflecting (Unplugged Teaching)	Coding	- identify different forms of technology – What is technology? What is a computer? What is the internet? - recognise what makes technology ‘technology’ - recognise the uses and features of information technology - at home - at school - in the wider world - show how to use technology safely - at home - at school - Know that some things are real and some things are made up on the Internet - Recognise devices that will help us to go online - Know that their own information is our name, our age and where we live - Know when something is accessed that is not right and say who they should tell	Sequence: - with friend, Beebot, abstract - Write code and give instructions verbally to complete a task - Find ways to make code shorter and simpler (using loops) to complete a specified task - Create images and patterns using loops in code - Create a game using different commands linked to symbols to achieve a simple purpose - Program Beebots to follow a specific path
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