COMPUTING

Year group: 1

Term: Summer

Prior knowledge

In EYFS, they will have discussed 'stranger danger' and how this links to the online world

Children will recognise that a range of technology is used in

places such as homes and schools
They will begin to select and use technology for particular purposes

They will have developed their computational thinking skills in readiness for the computing curriculum.

National Curriculum Objectives

NC objectives

Use logical reasoning to predict the behaviour of simple programs.

By the end of this unit, I will be able to:

Computer Science

Understand the functionality of the direction keys.
Understand how to create and debug a set of instructions (algorithm).
Use the additional direction keys as part of an algorithm.
Understand how to change and extend the algorithm list.
Create a longer algorithm for an activity. Set challenges for peers.
Access peer challenges set by the teacher as 2Dos

Keeping Safe

Give simple examples of how to find information using digital technologies, e.g. search engines, voice activated searching.

Know / understand that we can encounter a range of things online including things we like and don't like as well as things which are real or make believe / a joke.

Save my work under a suitable title or name so that others know it belongs to me and understand that work created by others does not belong to me even if I save a copy

Know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.

Recognise more detailed examples of information that is personal to someone (e.g where someone lives and goes to school, family names).

Explain how passwords are used to protect information, accounts and devices.

Key vocabulary

action, algorithm, background, click, code, command, debug, event, instruction, object, output, plan, programme, run, scale, scene, software, sound, when clicked.