Year A Computing KS1

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Units may be split across a term or half term	**Online safety(4 weeks)** To log in safely . To start to understand the idea of 'ownership' of their creative work. To learn how to find saved work in the Online Work area and find teacher comments. To learn how to search to find resources. To become familiar with the types of resources available in the Topics section. To become more familiar with the icons used in the resources in the Topics section. To start to add pictures and text to work. To understand the importance of logging out when they have finished.	**Lego Builders or equivalent (3 weeks)** To emphasise the importance of following instructions. To follow and create simple instructions on the computer. To consider how the order of instructions affects the result. **Technology outside school (2 weeks)** To walk around the local community and find examples of where technology is used. To record examples of technology outside school.	**Grouping and sorting (2 weeks)** To sort items using a range of criteria. To sort items on the computer using 'Grouping' activities. **Creating pictures (5 weeks)** To be introduced to 2Paint a Picture or equivalent. To look at the impressionist style of art (Monet, Degas, Renoir). To recreate pointillist art and look at the work of pointillist artists such as Seurat. To look at the work of Piet Mondrian and recreate it using the Lines template. To look at the work of William Morris and recreate it using the Patterns template. To explore surrealism and eCollage.	**Spreadsheets (3 weeks)** Introduction to spreadsheets. Adding images to a spreadsheet and using the image toolbox. Using the 'speak' and 'count' tools in 2Calculate or equivalent to count items.	**Coding (6 weeks)** To understand what coding means in computing. To create unambiguous instructions like those required by a computer. To build one- and two-step instructions using the printable code cards. To introduce 2Code or equivalent. To use the 2Code program to create a simple program. To use Design Mode to add and change backgrounds and characters. They will use the Properties table to change the look of the objects. To use the Properties table to change the look of the objects. To design a scene for a program. To use code blocks to make the characters move automatically when the green Play button is clicked. To add an additional character who moves when clicked. To explore the When Key and When Swiped commands (on tablets if available). • To use the Stop button to make characters stop when the background is clicked. To explore a method to code interactivity between objects. • To use Collision Detection to make objects perform actions. • To use the sound property. **Coding (5 weeks)**	

	Internet and email (effective searching) (3 weeks) To understand the terminology associated with searching. To gain a better understanding of searching on the Internet. To create a leaflet to help someone search for information on the Internet				To understand what an algorithm is. To create a computer program using simple algorithms. To use the button and turtle objects. To understand how use the repeat command. To understand how to use the timer command. To compare the actions of the turtle and character objects. To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs. To create programs using different kinds of objects whose behaviours are limited to specific actions. To predict what the objects will do in other programs, based on their knowledge of what the object is capable of. To discuss how logic helped them understand that they could only predict specific actions, as that is what the objects were limited to.