

Computing - Teaching Sequence 2023-24

Year 1		
Lesson	Autumn 1 - Technology Around Us	Autumn 2 - Digital Painting
1	<p>To identify technology</p> <ul style="list-style-type: none"> ● I can explain technology as something that helps us ● I can locate examples of technology in the classroom ● I can explain how these technology examples help us 	<p>To describe what different freehand tools do</p> <ul style="list-style-type: none"> ● I can make marks on a screen and explain which tools I used ● I can draw lines on a screen and explain which tools I used ● I can use the paint tools to draw a picture
2	<p>To identify a computer and its main parts</p> <ul style="list-style-type: none"> ● I can name the main parts of a computer ● I can switch on and log into a computer ● I can use a mouse to click and drag 	<p>To use the shape tool and the line tool</p> <ul style="list-style-type: none"> ● I can make marks with the square and line tools ● I can use the shape and line tools effectively ● I can use the shape and line tools to recreate the work of an artist
3	<p>To use a mouse in different ways</p> <ul style="list-style-type: none"> ● I can use a mouse to open a program ● I can click and drag to make objects on a screen ● I can use a mouse to create a picture 	<p>To make careful choices when painting a digital picture</p> <ul style="list-style-type: none"> ● I can choose appropriate shapes ● I can make appropriate colour choices ● I can create a picture in the style of an artist
4	<p>To use a keyboard to type on a computer</p> <ul style="list-style-type: none"> ● I can say what a keyboard is for ● I can type my name on a computer ● I can save my work to a file 	<p>To explain why I chose the tools I used</p> <ul style="list-style-type: none"> ● I can explain that different paint tools do different jobs ● I can choose appropriate paint tools and colours to recreate the work of an artist ● I can say which tools were helpful and why
5	<p>To use the keyboard to edit text</p> <ul style="list-style-type: none"> ● I can open my work from a file ● I can use the arrow keys to move the cursor ● I can delete letters 	<p>To use a computer on my own to paint a picture</p> <ul style="list-style-type: none"> ● I can make dots of colour on the page ● I can change the colour and brush sizes ● I can use dots of colour to create a picture in the style of an artist on my own
6	<p>To create rules for using technology responsibly</p> <ul style="list-style-type: none"> ● I can identify rules to keep us safe and healthy when we are using technology in and beyond the home 	<p>To compare painting a picture on a computer and on paper</p> <ul style="list-style-type: none"> ● I can explain that pictures can be made in lots of different ways

	<ul style="list-style-type: none"> I can give examples of some of these rules I can discuss how we benefit from these rule 	<ul style="list-style-type: none"> I can spot the differences between painting on a computer and on paper I can say whether I prefer painting using a computer or using paper
	Spring 1 - Moving a Robot	Spring 2 - Grouping Data
1	<p>To explain what a given command will do</p> <ul style="list-style-type: none"> I can predict the outcome of a command on a device I can match a command to an outcome I can run a command on a device 	<p>To label objects</p> <ul style="list-style-type: none"> I can describe objects using labels I can match objects to groups I can identify the label for a group of objects
2	<p>To act out a given word</p> <ul style="list-style-type: none"> I can follow an instruction I can recall words that can be acted out I can give directions 	<p>To identify that objects can be counted</p> <ul style="list-style-type: none"> I can count objects I can group objects I can count a group of objects
3	<p>To combine 'forwards' and 'backwards' commands to make a sequence</p> <ul style="list-style-type: none"> I can compare forward and backward movements I can start a sequence from the same place I can predict the outcome of a sequence involving 'forwards' and 'backwards' commands 	<p>To describe objects in different ways</p> <ul style="list-style-type: none"> I can describe an object I can describe a property of an object I can find objects with similar properties
4	<p>To combine four direction commands to make sequences</p> <ul style="list-style-type: none"> I can compare left and right turns I can experiment with 'turn' and 'move' commands to move a robot I can predict the outcome of a sequence involving up to four commands 	<p>To count objects with the same properties</p> <ul style="list-style-type: none"> I can group similar objects I can group objects in more than one way I can count how many objects share a property
5	<p>To plan a simple program</p> <ul style="list-style-type: none"> I can explain what my program should do I can choose the order of commands in a sequence I can debug my program 	<p>To compare groups of objects</p> <ul style="list-style-type: none"> I can choose how to group objects I can describe groups of objects I can record how many objects are in a group
6	To find more than one solution to a problem	To answer questions about groups of objects

	<ul style="list-style-type: none"> ● I can identify several possible solutions ● I can plan two programs ● I can use two different programs to get to the same place 	<ul style="list-style-type: none"> ● I can decide how to group objects to answer a question ● I can compare groups of objects ● I can record and share what I have found
	Summer 1 - Digital Writing	Summer 2 Programming Animations
1	<p>To use a computer to write</p> <ul style="list-style-type: none"> ● I can open a word processor ● I can recognise keys on a keyboard ● I can identify and find keys on a keyboard 	<p>To choose a command for a given purpose</p> <ul style="list-style-type: none"> ● I can find the commands to move a sprite ● I can use commands to move a sprite ● I can compare different programming tools
2	<p>To add and remove text on a computer</p> <ul style="list-style-type: none"> ● I can enter text into a computer ● I can use letter, number, and Space keys ● I can use Backspace to remove text 	<p>To show that a series of commands can be joined together</p> <ul style="list-style-type: none"> ● I can use more than one block by joining them together ● I can use a Start block in a program ● I can run my program
3	<p>To identify that the look of text can be changed on a computer</p> <ul style="list-style-type: none"> ● I can type capital letters ● I can explain what the keys that I have already learnt about do ● I can identify the toolbar and use bold, italic, and underline 	<p>To identify the effect of changing a value</p> <ul style="list-style-type: none"> ● I can find blocks that have numbers ● I can change the value ● I can say what happens when I change a value
4	<p>To make careful choices when changing text</p> <ul style="list-style-type: none"> ● I can select a word by double-clicking ● I can select all of the text by clicking and dragging ● I can change the font 	<p>To explain that each sprite has its own instructions</p> <ul style="list-style-type: none"> ● I can show that a project can include more than one sprite ● I can delete a sprite ● I can add blocks to each of my sprites
5	<p>To explain why I used the tools that I chose</p> <ul style="list-style-type: none"> ● I can say what tool I used to change the text ● I can decide if my changes have improved my writing <p>I can use 'Undo' to remove changes</p>	<p>To design the parts of a project</p> <ul style="list-style-type: none"> ● I can choose appropriate artwork for my project ● I can decide how each sprite will move ● I can create an algorithm for each sprite
6	<p>To compare typing on a computer to writing on paper</p> <ul style="list-style-type: none"> ● I can make changes to text on a computer ● I can explain the differences between typing and writing ● I can say why I prefer typing or writing 	<p>To use my algorithm to create a program</p> <ul style="list-style-type: none"> ● I can use sprites that match my design ● I can add programming blocks based on my algorithm ● I can test the programs I have created