

Autumn									Outcome	Vocabulary
Year 1 Computer Systems and Networks-Technology around us	1 st Half	Learning: To identify technology	Learning: To identify a computer and its main parts	Learning: To use a mouse in different ways	Learning: To use a keyboard to type on a computer	Learning: To use the keyboard to edit text	Learning: To create rules for using technology responsibly	Summative Assessment	To recognise technology in school and use it responsibly.	Technology Computer Keyboard
Year 1 Creating Media- Digital Painting	2 nd Half	Learning: To describe what different freehand tools do	Learning: To use the shape tool and the line tool	Learning: To make careful choices when painting a digital picture	Learning: To explain why I chose the tools I used	Learning: To use a computer on my own to paint a picture	Learning: To compare painting a picture on a computer and on paper	Summative Assessment	To choose appropriate tools in a program to create art, and make comparisons with working non-digitally.	Freehand tools
Spring									Outcome	Vocabulary
Year 1 Programming A- Moving a Robot	1 st Half	Learning: To explain what a given command will do	Learning: To act out a given word	Learning: To combine 'forwards' and 'backwards' commands to make a sequence	Learning: To combine four direction commands to make a sequence	Learning: To plan a simple program	Learning: To find more than one solution to a problem	Summative Assessment	To write short algorithms and programs for floor robots, and predict program outcomes.	Command Sequence Algorithm

Year 1 Data and Information-Grouping Data	2 nd Half	Learning: To label objects	Learning: To identify that objects can be counted	Learning: To describe objects in different ways	Learning: To count objects with the same properties	Learning: To compare groups of objects	Learning: To answer questions about groups of objects	Summative Assessment	To explore object labels, then using them to sort and group objects by properties.	Object Group Property
Summer									Outcome	Vocabulary
Year 1 Creating Media- Digital Writing	1 st Half	Learning: To use a computer to write	Learning: To add and remove text on a computer	Learning: To identify that the look of text can be changed on a computer	Learning: To make careful choices when changing text	Learning: To explain why I used the tools that I chose	Learning: To compare typing on a computer to writing on paper	Summative Assessment	To use a computer to create and format text, before comparing to writing non-digitally.	Keys Typing Undo
Year 1 Programming B- Introduction to Animation	2 nd Half	Learning: To choose a command for a given purpose	Learning: To show that a series of commands can be joined together	Learning: To identify the effect of changing a value	Learning: To explain that each sprite has its own instructions	To design the parts of a project	To use my algorithm to create a program	Summative Assessment	To design algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Sprite Predict Program