

Computing	Computer Skills	Online Safety	Painting	Programming Toys	Programming with Scratch Jr	Using and Applying
Year 1	Autumn (1) 7 weeks	Autumn (2) 8 weeks	Spring (1) 6 weeks	Spring (2) 6 weeks	Summer (1) 5 weeks	Summer (2) 6 weeks
What We Will Learn	Pupils will learn basic computer skills that they will need in order to be able to use a desktop or laptop computer. Pupils will learn how to use a computer mouse or a trackpad and how to switch on and shut down a computer. They will apply their mouse or trackpad skills by launching applications, manipulating windows and opening and saving files and folders.	In this unit, pupils learn about the potential dangers in the online world and what basic steps we all need to take in order to have positive digital experiences. They will focus on why it is important for pupils to name their creative work. They go on to learn about using a search engine safely to find pictures. Pupils learn the SMART rules and look at what information should be kept safe when using the Internet. The lessons then explore the positives and potential negatives of online communication, such as email, and pupils will develop the skills to recognise potential dangers and act accordingly to keep themselves and others safe.	Pupils will learn basic painting skills in a painting application on a computer or tablet device. Pupils will use a simple painting program to paint with different colours and brushes, create shapes, fill areas, undo and redo and add text.	In this unit about programming toys, pupils will be introduced to the principles of programming through unplugged tasks and the use of Bee-Bots (or similar programmable toys). They will be introduced to algorithms as a set of step-by-step instructions given to a device, will learn how to debug simple algorithms and how to use logical reasoning to predict how a program will behave.	This unit introduces pupils at Key Stage 1 to the principles of coding, using the age-appropriate ScratchJr software. The platform encourages basic understanding of algorithms and how to create precise instructions for visual working programs. It begins to develop a sense of creating, debugging and logical reasoning, which are required for further programming at KS2.	This unit reinforces skills taught throughout the year. Pupils are given the opportunity to use their skills in a new context and apply them with the software they are familiar with, in order to reinforce their learning. The lessons focus primarily on the three units of Computer Skills, Word Processing and Painting.
What We Will Do	Pupils will practise their clicking skills and learn how to drag objects, either using a mouse or trackpad. They switch on and shutdown a computer independently. Pupils launch an application by double clicking it.	Pupils will type their name on a piece of work they have created. They open a web browser, recall some of the SMART rules for Internet safety. They know who to tell if someone online asks for personal information. Pupils understand why email is a good way to communicate.	Pupils will paint with different colours. They will paint with different brushes. Pupils will create shapes and look at how to format and resize text.	Pupils will create step-by-step instructions using pictures. They will write and follow detailed step-by-step instructions. They will direct a Bee-Bot (or similar programmable toy) to a toy. They will program a Bee-Bot (or similar programmable toy), one instruction at a time, using the arrow buttons.	Pupils will open the ScratchJr app and start a new project. They can add new characters and backgrounds, use blocks for movement in different directions and create short sets of sequenced instructions.	Pupils can turn on a computer and open an application, type letters and symbols, including use of the shift key; They will format text in different ways (bold, italic, underline); They will draw different shapes using paint software and use a brush in a paint application and change the size and colour.
Skills Learned	Pupils will be introduced to basic computer skills and have a chance to develop their fine motor skills by being able to move a mouse/cursor purposefully to manipulate and retrieve digital content.	Pupils will develop and build on prior skills learned around 'health and safety' they will be able to use technology safely and respectfully in the context of learning about the SMART rules for Internet safety.	Pupils will develop their computer skills by being able to select a simple 'painting' program to purposefully create and produce a final piece of art work.	Pupils will develop an understanding that programs are executed by following precise and unambiguous instructions.	Pupils will develop their problem solving skills to use logical reasoning to predict the behaviour of simple programs.	Pupils will be able to develop prior skills and knowledge learned throughout the year to be able to use technology purposefully to create, organise, store, manipulate and retrieve digital content.