

Computing Sequence of Learning Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Media & sound	Topic - Computer Science: Programming concepts and controlling hardware	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding
	IT Around us: Technology around us	Digital Design: Digital painting	Hardware: Moving a robot	Programming Concepts: Introduction to animation	Data & Information: Grouping data	Digital Design: Digital writing
	<p>L1 – to identify technology.</p> <p>L2 – to identify a computer and its main parts.</p> <p>L3 – to use a mouse in different ways.</p> <p>L4 – to use a keyboard to type on a computer.</p> <p>L5 – to use the keyboard to edit text.</p> <p>L6 – to create rules for using technology responsibly.</p>	<p>L1 – to describe what different freehand tools do.</p> <p>L2 – to use the shape tool and the line tool.</p> <p>L3 – to make careful choices when painting a digital picture.</p> <p>L4 – to explain why I chose the tools I used.</p> <p>L5 – to use a computer on my own to paint a picture.</p> <p>L6 – to compare painting a picture on a computer and on paper.</p>	<p>L1 – to explain what a given command will do.</p> <p>L2 – to act out a given word.</p> <p>L3 – to combine 'forwards' and 'backwards' commands to make a sequence.</p> <p>L4 – to combine four direction commands to make sequences.</p> <p>L5 – to plan a simple program.</p> <p>L6 – to find more than one solution to a problem.</p>	<p>L1 – to use a command for a given purpose.</p> <p>L2 – to show that a series of commands can be joined together.</p> <p>L3 – to identify the effect of changing a value.</p> <p>L4 – to explain that each sprite has its own instructions.</p> <p>L5 – to design the parts of a project.</p> <p>L6 – to use my algorithm to create a program.</p>	<p>L1 – to label objects.</p> <p>L2 – to identify that objects can be counted.</p> <p>L3 – to describe objects in different ways.</p> <p>L4 – to count objects with the same properties.</p> <p>L5 – to compare groups of objects.</p> <p>L6 – to answer questions about groups of objects.</p>	<p>L1 – to use a computer to write.</p> <p>L2 – to add and remove text on a computer.</p> <p>L3 – to identify that the look of text can be changed on a computer.</p> <p>L4 – to make careful choices when changing text.</p> <p>L5 – to explain why I used the tools that I chose.</p> <p>L6 – to compare writing on a computer with writing on paper.</p>