

Year 1 Skills & Knowledge Progression
Subject: Computing

	Half Term 1 <i>Amazing Animals</i>	Half Term 2 <i>Amazing Animals</i>
Autumn	Computer systems and Networks. Improving mouse skills - Developing mouse skills by learning how to log in and navigate around a computer while creating digital artwork.	
	Lesson 1 - Logging in LO. To log into a computer and access a website. Lesson 2 - Click and Drag skills LO. To develop mouse skills. Lesson 3 - Drawing shapes LO. To use mouse skills to draw and edit simple shapes (link to animals – simple shapes to create animal pictures).	Lesson 4 - Drawing a story LO. To draw a scene from a story using digital tools (use English book focus if preferred) Lesson 5 - Self portrait LO. To create a self portrait using digital techniques. (only two lessons but teach over three)
Vocabulary	account, click, clipart, computer, drag, drag and drop, layers, log off, log on, mouse, resize, password, screen, tool, software, predict, username, monitor	

	Half Term 1 <i>Exploring Space</i>	Half Term 2 <i>Exploring Space</i>
Spring	Online safety/ Safer internet day 9th Feb	Unit Skills showcase: Rocket to the moon. Develop keyboard and mouse skills by designing rockets, creatin digital material lists using drawing software and recording.

	Lesson 1 - Using the internet safely LO. To recognise what the internet is and how to use it safely. Lesson 3 - Always be kind and considerate LO. To recognise how to treat others both online and in person. Lesson 5 - How much time should we spend on technology? LO. To discuss ways to balance time spent online and offline.	Lesson 1 - Rocket materials LO. To make a list using software and a digital device. Lesson 2 -Rocket design LO. To draw a rocket using a computer. Lesson 3 - Rocket building instructions LO. To sequence a set of instructions. (Link with DT rocket building)
Vocabulary	accept, consent, permission, fake, offline, online, password, permission, personal information, pop-up, private, real, reliable, sharing, source, trusted adult	computer, equipment, file, list, materials, open, order, programme, save, select, tool, share

Summer	Half Term 1 Castles and Dragons	Half Term 2 Castles and Dragons
	Programming 2 - Beebots Exploring commands, instructions and errors through programming a BeeBot and learning how to sequence and control movement.	
	Lesson 1 - Classroom robots LO. To create clear instructions to give directions. Lesson 2 - Exploring BeeBots LO. To explore commands using BeeBots. Lesson 3 -Programming BeeBots LO. To program a BeeBot using instructions.	Lesson 4 - BeeBot Mazes LO. To create instructions to solve problems (link to castles -children move their BeeBot around their castle?) Lesson 5 - BeeBot mystery LO. To identify and correct errors in instructions.

command, error, instructions, programme, algorithm, BeeBot, debug, explore, clear, code, explaining

The development of SMSC and the promotion of British Values within Computing -

SMSC	Spiritual: Children are encouraged to develop their creativity and imagination when creating their work using coding or a word processing programme. They are encouraged to reflect on their learning to see ways to make it better as well as to identify when an algorithm doesn't work as expected. Moral: Children will be developing an understanding of there being a consequence for their actions and behaviour. This will be taught when the children are shown how to use a range of equipment with respect, both for the equipment and also to their peers they are sharing equipment with. This is also important when learning how to behave online. Social: Peer learning is encouraged during computing, discussing their learning as well as helping each other to learn and understand different concepts. Cultural: The use of technology to support children's knowledge of different cultures, beliefs as well as national and global events that happen. This will be through the use of websites and videos to support children's learning at an age-appropriate level.
British Values	Democracy; Encourage respect for democracy by making decisions together when sharing devices. Rule of Law; Enable students to distinguish right from wrong when learning about staying safe online. Understanding the rules we have when using different technologies. Respect and Tolerance; Encourage students to accept responsibility for their behaviour and be aware of their impact on others, for example, online safety, using a variety of equipment respectfully. Individual Liberty; Children should develop a positive sense of themselves. Staff can provide opportunities for children to develop their self-knowledge, self-esteem and increase their confidence in their own abilities, for example through allowing children to talk about their experiences and learning. Understanding that they have the right to use the internet safely as do others.

