



'Go and do Likewise' Luke 10:25, -37 The Parable of the Good Samaritan  
We live with love and compassion, seeking help in times of need

**Curriculum Map: Computing Year 1**

	<b>Autumn 1 Computing systems and networks – Technology around us</b>	<b>Autumn 2 Creating media – Digital painting</b>	<b>Spring 1 Creating media – Digital writing</b>	<b>Spring 2 Data and information – Grouping data</b>	<b>Summer 1 Programming A – Moving a Robot</b>	<b>Summer 2 Programming B – Introduction to animation</b>
<b>Content</b> Declarative Knowledge 'I know'	*Technology is something that can help us *Examples of technology and how they help us *Know that choices are made when using technology <u>*Know why rules are needed when using technology and give examples of these rules</u>	*Know computers can be used to make art *Know what different freehand tools do	*recognise that a keyboard is used to enter text into a computer *recognise that the Shift key changes the output of a key *recognise that text can be changed *recognise that text can be edited *recognise that the appearance of text can be changed *consider the impact of choices made	*know that objects can be counted *recognise that information can be presented in different ways	*know what a Bee-bot is *know what commands a Bee-bot can enact	*know what ScratchJr is *know what a sprite is *know what a background is
<b>Skills</b> Procedural Knowledge 'I know how to'	*choose a piece of technology to do a job *recognise that some technology can be used in different ways	*use shape and line tools to when precision is needed *use a range of paint colours *use the fill tool *use the undo button	*use letter, number, and Space keys to enter text into a computer *use punctuation and special characters	*identify some attributes of an object *collect simple data *show that collected data can be counted	*enact a given word *predict the outcome of a command on a device *list which commands can be used on a given device	*enact a given word *predict the outcome of a command on a device *list which commands can be used on a given device

	<ul style="list-style-type: none"> <li>*identify the main parts of a computer</li> <li>*use a mouse in different ways</li> <li>*use a keyboard to type and edit</li> <li><u>*show how to use technology safely</u></li> </ul>	<ul style="list-style-type: none"> <li>*use a range of tools to create a final piece</li> </ul>	<ul style="list-style-type: none"> <li>*use Backspace key to remove text</li> <li>*position the text cursor in a chosen location</li> <li>*use Undo</li> <li>*choose options to achieve a desired effect</li> <li>*select text</li> <li>*change the appearance of text on a computer</li> </ul>	<ul style="list-style-type: none"> <li>*describe the properties of an object</li> <li>*group objects to answer questions</li> <li>*explain that objects can be grouped by similarities (attribute)</li> <li>*describe a group of objects (based on commonality)</li> <li>*choose an attribute to group objects by</li> </ul>	<ul style="list-style-type: none"> <li>*run a command on a floor robot</li> <li>*choose a command for a given purpose</li> <li>*choose a series of words/commands that can be enacted as a program</li> <li>*build a sequence of commands in steps</li> <li>*combine commands in a program</li> <li>*run a program on a device</li> </ul>	<ul style="list-style-type: none"> <li>*run a command on a floor robot</li> <li>*choose a command for a given purpose</li> <li>*choose a series of words/commands that can be enacted as a program</li> <li>*build a sequence of commands in steps</li> <li>*combine commands in a program</li> <li>*run a program on a device</li> </ul>
<b>Vocabulary</b>	technology, computer, mouse, trackpad, keyboard, screen, double-click, typing	paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.	object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
<b>Key Questions</b>	<p>What is technology? How does it help us in our everyday lives? What are the components of a computer? <u>Why do we have rules when using technology?</u></p>	<p>What is digital painting? How can we create our own digital paintings?</p>	<p>How can a computer help us to create and change text? What are the differences between using a computer and writing on paper to create text?</p>	<p>What are data? What is information? How can labels be used to put objects into groups? How many objects are in that group?</p>	<p>What is a command? What does each Bee-bot command do? Can you predict the outcome of this program? What is an algorithm?</p>	<p>What is ScratchJr? What is a sprite? What is a background? How can I use programming blocks to use, modify and create programs?</p>
<b>Assessment</b>	<p>Self-assessment in every lesson with success criteria for each lesson Observations by teacher</p>					

<b>Cross Curricular Links/Character Education</b>	E-safety/digital citizenship – copyright and ownership – being able to name work so others know it belongs to me; online – well-being – understanding importance of rules to keep us safe	Art and Design: digital art, Mondrian, Matisse, Kadinsky	English: writing E-safety: privacy and security – giving reasons why I should only share information with people I know and trust	Maths: vocabulary, properties of shape Digital citizenship: copyright and ownership – being able to name work so others know it belongs to me	Individual liberty: pupils are given freedom to experiment with creating programs
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