COMPUTING

Year 1: Autumn 1

Basic Skills/ Online Safety

Online Safety

Objectives ✔

- To login using different school devices, ☐
- To know how to use different school websites, ☐
- To know when to take breaks from device time, ☐
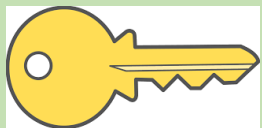- To be respectful of people while using devices, ☐
- To learn how to Stay safe online, ☐

Key Learning

Being safe online means pupils are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.

Vocabulary

- Balance,
- Device,
- Frustrated,
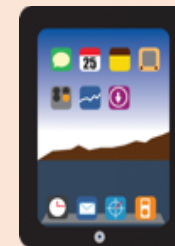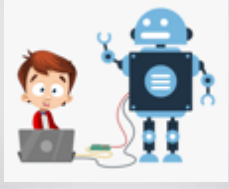- Pause,
- Online,
- Website,
- App,

Key Resources

COMPUTING

Year 1: Autumn 2

Mouse and Keyboard

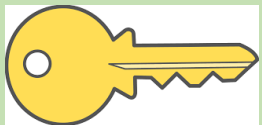## Mouse and Keyboard skills

Year 1

Objectives

- Mouse and keyboard skills; move mouse, left/right click, drag and drop. ☐
- Typing; Find letters on keyboard and begin touch typing with home row keys. ☐

Key Learning

Pupils will learn to use a mouse and keyboard and become more able at using these skills. You will begin to use a range of digital resources such as tablet computers and touch screens.
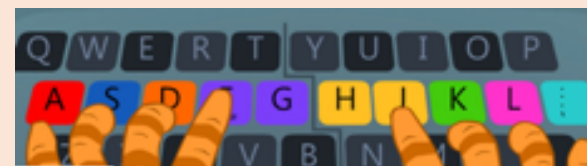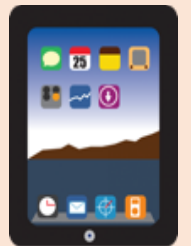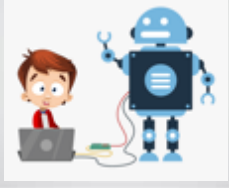
Vocabulary

- Keyboard,
- Mouse,
- Touch,
- Type,
- Keys,
- Right click,
- Left click,
- Double click,

Key Resources

COMPUTING

Year 1: Spring 1
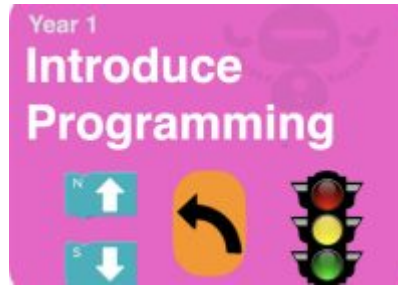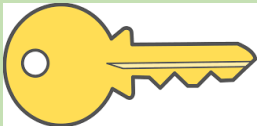
Coding and Programming

Objectives

Understand sequence and algorithms. ☐
Sequence instructions (commands) to achieve an objective. ☐
Use distances in commands. ☐
Predict, write, execute and debug a simple program. ☐

Key Learning

Pupils will start to learn basics of coding and programming skills using a range of online and practical resources.

Children will learn improvement vocabulary such as sequencing, algorithms, predict, debug.

Year 1
Introduce Programming

Vocabulary

- Code,
- Program,
- Sequence,
- Algorithm,
- Predict,
- Debug,

Key Resources
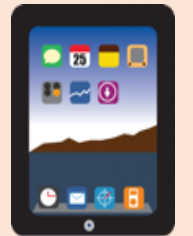
code.org

COMPUTING
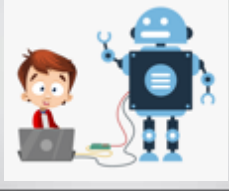
Year 1: Spring 2 Adding Text and Images

Objectives

Add, move and resize images the add text and adjust size and placement, ☐
Add, resize and place images on a page then add and position text to label and describe images, ☐
Use word banks to write sentences about images, ☐
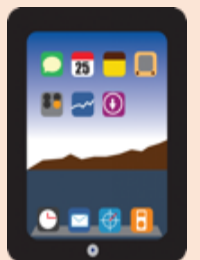
Year 1
Text & Images

Lion   Bird   Cow

Key Learning

Pupils will apply their mouse skills and keyboard skills into use by adding images and resizing them, before adding and resizing text. These skills will really help later digital publishing skills, such as comic and ebook creation.
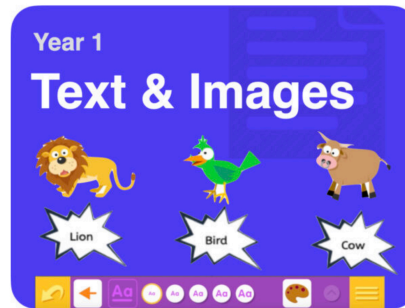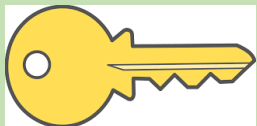
Vocabulary

- Keyboard,
- Mouse,
- Images,
- Resize,
- Text,

Key Resources

ABCYa Colour, Paint and Draw website
Junior Infant Tools Paint website

COMPUTING

Year 1: Summer 1

Comic Creation

AGE 6+
Comic Creation
BANG!
POW!

Objectives

- Add, resize and organise colour or picture backgrounds, ☐
- Add, resize, organise characters/objects to different panels. ☐
- Add narration using text and direct speech using speech bubbles. ☐

Key Learning

Pupils will learn to use computers to create a digital comic. They will design a story with characters, backgrounds and speech before learning how to save and print their final designs.
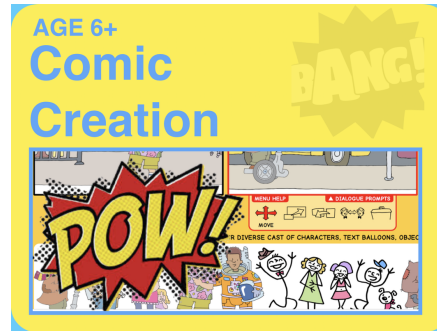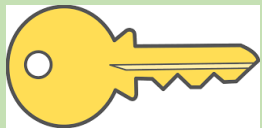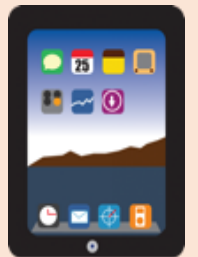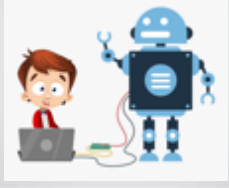
Vocabulary

- Add,
- Resize,
- Organise,
- Narration,

Key Resources

www.makebeliefscomix.com

COMPUTING

Year 1: Summer 2 Digital Art

Objectives

- Change the colour of individual pixels to accurately re-create basic artwork. ☐
- Make changes where required. ☐
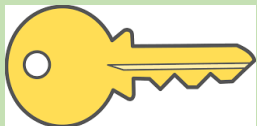- Change the colour of individual pixels to accurately re-create detailed artwork ☐

Year 1
Digital Art

Key Learning

Pupils are introduced the precision needed for digital art and introducing pixels. Pupils will understand the benefits of digital art as less messy and easier to make changes.

Vocabulary

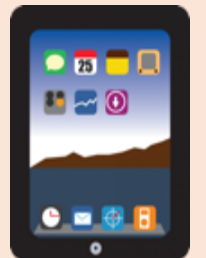- Digital,
- Change,
- Pixels,
- Re-create,

Key Resources

digipuzzle.net