



Year 1 Computing Framework

C= Coverage N = New Learning R = Recall of prior learning CH – Computing Hierarchy

Terms	Autumn		Spring		Summer	
	E-Safety / Programming		Communicate / Data		Digital Creativity	
	E-Safety	Programming with Scratch	Communicate	Data	Stop Motion Animation	Technology in our live
Weeks				This is a short unit		
1	Understand about staying safe when playing on games. To know how to keep my password	Understand how to write the code in English first, then make it a string in coding.	Understand how to use several Apps on an iPads To know what an app is and how to	Understand what data is. To know what data is and different examples of it.	Understand what stop motion animation is. To know what an animation is	To recognise the ways that technology is used in our classroom
	-Use Q and A to discuss experiences of	To understand what an algorithm is	use it.		Discuss/show clips of Stop Motion Animations.	
2	playing games on devices. - Understand the dangers of the internetDiscuss how they can get on the internet and what they do at home.	Understand the interface of the Bee-bot App and understand the controls.	Using iPads apps to find a number of images about dinosaurs and copy them to the iPad.	Understand how data is collected about us all, To understand different ways in	Understand how to create resources for Stop Motion To know how to create an image	To know ways that technology is used within our homes
	To know how the internet works and how to be safe C27: Understand online risks and the age rules for sites.	To create movement using commands C19; Control motion by specifying the number of steps to travel, direction and	To use an app to find key images	which data can be shown.	Discuss/show clips of Stop Motion Animations.	
3	How to use a browser safely and find specific images using google. To know how to recognise	turns. Pupils will be able to move the bug 'Forward one place' so that it moves onto the flower using the controls and complete level 1.	Using iPads apps to find a number of images about a set topic, e.g. dinosaurs and copy them to the iPad.	Understand Different categories of data. To understand the different	Understand how Stop Motion App interface works. To understand how to create a	To confidently use links to website to find the correct information
	-Demonstrate how to use the iPad and search for specific images and save them.	To describe what happens when I press control keys. Recap on the terminology and if they can use less moves than before to reach the goal.	To explain steps in finding and copying key images	categories of data – photos, videos and sound.	simple animation	
4	Understand what is meant by what personal information is and why it private and personal. To know what personal information is.	Pupils will be able to move the bug several places forward to move onto the flower. This the start of creating a basic programming string.	Understand how to insert the images into different categories To create an image gallery of sorted images	Understand what does data help us to find out. To know different ways that we can use data	Understand how to create an animation using the resources and the app from the last session. To create a simple animation and explain it.	To explain how to use technology
	Discuss/recap on the first lesson about playing games with others online. C26 Participate in class social media accounts	To create a simple programming string Recap on the terminology and if they can use less moves than before to reach the goal.	C28; Use a range of applications and devices in order to communicate ideas, work and messages. C29 Understand a simple database.		ехріані і.	
5	Using safe websites and age appropriate sites. To recognise an age appropriate website C26 Participate in class social media accounts C27: Understand online risks and the age	Pupils will be able to add in extra functionality like turning left and right as well as move forward to get to bug to the flower. To predict what will happen for a short sequence of instructions. C24; Specify the nature of events (such	Understand how to add titles into the e-book with categories. To know how to add key words to an e book	Understand the differences between data and information To know differences between data and information	Understand how to create an animation using the resources and the app from the last session. To create a simple animation Demo work from last week and the limitation s or successes of it.	To know some of the benefits of using technology
6	rules for sites. Simple communication skills on line. To know how to agree and follow sensible E -Safety rules C27: Understand online risks and the age rules for sites.	as a single event or a loop) Pupils will be able to add in extra functionality like turning left and right as well as move forward to get to bug to the flower and explain what they did. To explain the steps in the sequencing chain.	Understand how to add additional text into the e-book with categories. To add additional text into an app. CH Use a range of devices and applications in order to communicate ideas, work and messages.	Amounts of data and storage etc. To sort different sorts of data and present it to others.	Understand how to create an animation using the resources and the app from the last session. To review successes and next steps within the animation.	To explain what skills I have learnt within technology.
Skills check — can children? This is the aim for the vast majority of the class to achieve this half term to ensure that they are ready to move on to the next piece of learning	CH Participate in class social media accounts. CH: Understand online risks and the age rules for sites. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	CH- Control Motion by specifying the number of steps to travel and, direction and turn. CH – Specific user inputs (such as clicks) to control events. (CS) Understand what algorithms are; How they are implemented as programs on digital devices and that programs execute (run) by following precise and umambiguous instructions. Create and debug simple programs (create and check them) Use logical reasoning to predict the behaviour of simple programs.	Discuss how they can get on the internet and what they do at home. CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school.	CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	(DL) Recognise common use for Information Technology beyond school. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
Terminology check	Online, private, Browser, Stay safe.	Control, Algorithms, Basic programming.	Databases, Categorisation, Communicating ideas.	Databases, Data and Information,	Stop Motion Animation, clips, frames, apps, themes, titles.	