



Year 1			
Subject	Knowledge	Skills	Key Vocabulary
<p>Computer Science</p> <p>Computers and Hardware</p> <ul style="list-style-type: none"> Recognise common uses of information technology beyond school <p>Computational Thinking</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs <p>Digital Literacy and Online Safety</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content <p>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</p>	<p>E-Safety</p> <ul style="list-style-type: none"> I can keep my password private. I can tell you what personal information is. I can tell an adult when I see something unexpected or worrying online. I can talk about why it's important to be kind and polite. I can recognise an age appropriate website. I can agree and follow sensible e-Safety rules. <p>Programming</p> <ul style="list-style-type: none"> I can give instructions to my friend and follow their instructions to move around. I can describe what happens when I press buttons on a robot. I can press the buttons in the correct order to make my robot do what I want. I can describe what actions I will need to do to make something happen and begin to use the word algorithm. I can begin to predict what will happen for a short sequence of instructions. I can begin to use software/apps to create movement and patterns on a screen. <p>I can use the word debug when I correct mistakes when I program.</p> <p>Handling Data</p> <ul style="list-style-type: none"> I can talk about the different ways in which information can be shown. I can use technology to collect information, including photos, video and sound. I can sort different kinds of information and present it to others. I can add information to a pictograph and talk to you about what I have found out. <p>Multimedia</p> <ul style="list-style-type: none"> I can be creative with different technology tools. I can use technology to create and present my ideas. I can use the keyboard or a word bank on my device to enter text. I can save information in a special place and retrieve it again. <p>Digital Media</p> <ul style="list-style-type: none"> I can recognise the ways we use technology in our classroom. I can recognise ways that technology is used in my home and community. I can use links to websites to find information. I can begin to identify some of the benefits of using technology. 	<p>Computer Science</p> <p>Hardware</p> <ul style="list-style-type: none"> Learning how to explore and tinker with hardware to find out how it works Understanding that computers and devices around us use inputs and outputs, identifying some of these Learning where keys are located on the keyboard Learning how to operate a camera <p>Computational Thinking</p> <ul style="list-style-type: none"> Learning that decomposition means breaking a problem down into smaller parts Using decomposition to solve unplugged challenges Using logical reasoning to predict the behaviour of simple programs Developing the skills associated with sequencing in unplugged activities Learning that an algorithm is a set of step by step instructions used to carry out a task, in a specific order Follow a basic set of instructions Assembling instructions into a simple algorithm <p>Programming</p> <ul style="list-style-type: none"> Programming a Bee-bot/Blue-bot to follow a planned route Learning to debug instructions when things go wrong Developing a how to video to explain how the Vee-bot/Blue-bot works. Learning to debug an algorithm in an unplugged scenario <p>Information technology</p> <p>Using Software</p> <ul style="list-style-type: none"> Using a basic range of tools within graphic editing software Taking and editing photographs Understanding how to create digital art using an online paint tool Developing control of the mouse through dragging, clicking and resizing of images to create different effects Developing understanding of different software tools <p>Using Email and the Internet</p> <ul style="list-style-type: none"> Searching and downloading images from the internet safely <p>Using Data</p> <ul style="list-style-type: none"> Introduction to spreadsheets Representing data in tables, charts and pictograms Sorting data and creating branching databases 	



		<ul style="list-style-type: none">• Identifying where digital content can have advantages over paper when storing and manipulating data <p>Wider Use of technology</p> <ul style="list-style-type: none">• Recognising common uses of information technology, including beyond school• Recognising uses of technology	
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