

Year 1	Overview	Knowledge	Vocabulary	Cross-curricular links
<p>Getting started (5 lessons) Introducing children to logging in and using technology for a purpose, including creating art</p> <p>Go to unit</p>	<p>Digital Literacy and Online Safety Recognising common uses of information technology. Logging in and saving work on their own account. Knowing what to do if they have concerns about content or contact online. Understanding of how to create digital art using an online paint tool.</p> <p>Computers and Hardware Learning to locate where keys are on the keyboard. Developing basic mouse skills.</p>	<p>Keyboard skills – locating the letters of individual names</p> <p>Computer menus - file, open, save, close</p> <p>Using a mouse – click and drag, drag and drop, left/right click, mouse mat</p>	<ul style="list-style-type: none"> • account • clipart • computer • log on/off • password • resize • screen (monitor) • software • tools • username 	<p>Art and design Maths</p>
<p>Programming Bee Bots (5 lessons) Using Bee-Bots to navigate an area and constructing simple algorithms, through the story of The Three Little Pigs</p> <p>Go to unit:</p> <ul style="list-style-type: none"> • Option 1 • Option 2 	<p>Computational Thinking Learning how to explore and tinker with hardware to find out how it works.</p> <p>Constructing a series of instructions into a simple algorithm.</p> <p>Applying computing concepts to real world situation in an unplugged activity.</p>	<p>Bee-Bot – locating the buttons, battery compartment, on/off switch, wheels and speaker</p> <p>Understanding Bee-Bot instructions and button functions – move forwards/backwards, turn left/right, clear, pause, go</p>	<ul style="list-style-type: none"> • algorithm • Bee-Bot • computing code • computer program • explain • explore • instructions • predict • tinker • video 	
<p>Algorithms unplugged (5 lessons) Learning how computers handle information by exploring 'unplugged' algorithms- completing tasks away from the computer</p> <p>Go to unit</p>	<p>Computational Thinking Understanding how to create algorithms.</p> <p>Learning that computers need information to be presented in a simple and clear way.</p> <p>Understanding how to break a computational thinking problem into smaller parts in order to solve it.</p>	<p>Planning and execution of an algorithm/set of instructions for a simple activity</p> <p>Basic debugging concepts</p> <p>Decomposition – how to breakdown objects into separate parts and categorise them</p>	<ul style="list-style-type: none"> • algorithm • bug • computer • debug • decompose • device • input • instructions • output • solution 	

Year 1 <i>continued.</i>	Overview	Knowledge	Vocabulary	Cross-curricular links
<p>Digital imagery (5 lessons) Taking and manipulating digital photographs, including adding images found via a search engine</p> <p>Go to unit</p>	<p>Digital Literacy and Online Safety Using technology purposefully to create, organise, store, manipulate and retrieve digital content. Knowing what to do if they have concerns about content or contact online.</p> <p>Computers and Hardware Using cameras or tablets to take photos.</p> <p>Computational Thinking Using logical reasoning to predict the behaviour of simple programs.</p>	<p>How sequences work</p> <p>Camera types and basic photography techniques</p> <p>Tell a trusted adult about any online safety concerns</p>	<ul style="list-style-type: none"> crop delete download drag and drop editing software image import resize save as search engine sequence smart device storage space visual effects 	<p>English: reading</p>
<p>Introduction to data (5 lessons) Learning about what data is and how it can be represented and using these skills to show the findings of a mini beast hunt</p> <p>Go to unit</p>	<p>Digital Literacy and Online Safety Using technology purposefully to create, organise, store, manipulate and retrieve digital content. Selecting software appropriately.</p> <p>Computers and Hardware Recognising uses of technology beyond school.</p>	<p>How branching databases work</p> <p>Other ways of collecting data – tally chart, bar graph, line graph, pictogram</p>	<ul style="list-style-type: none"> categorise chart computer data information label pictogram record sort table text 	<p>Maths Science</p>
<p>Rocket to the moon (5 lessons) Appreciating the value of computers, understanding that they helped us get to the moon</p> <p>Go to unit</p>	<p>Digital Literacy and Online Safety Using technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Selecting software appropriately.</p>	<p>Computer files and formats – .jpgs, .txt, folders</p> <p>Using a computer to make a list/drawing and saving the document to a folder</p> <p>How to make a bottle rocket</p>	<ul style="list-style-type: none"> computer program create data digital content e-document folder list save sequence share spreadsheet 	<p>Science D&T Maths History</p>

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<p>Online safety (4 lessons)</p> <p>An introduction to online safety: children learn what it means to be 'online' and how to stay safe whilst treating others with respect.</p> <p>Go to unit</p>	<p>Digital Literacy and Online Safety</p> <p>Understanding that they need to be kind on the internet, as they would in real life</p> <p>Discovering which devices connect to the internet</p> <p>Understanding some tips for staying safe and why this is important</p>	<p>Know the meaning of 'sharing' and 'posting' in an online context</p> <p>Know the 4 top tips for staying safe online</p> <ol style="list-style-type: none"> 1) People you do not know are strangers 2) Be nice to people like you would be in the real world 3) Keep your personal information private 4) If you are unsure about anything, then tell an adult you trust 	<ul style="list-style-type: none"> • communicate • connect • devices • digital footprint • emotion • feelings • internet • internet safety • online • personal information • posting • respect • sharing • smart device • strangers • trust • wired • wireless 	<p>RSE</p>