

## Computing Year 1 Long Term Plan

### Key

Predominant Areas of Computing		
Information Technology	Computer Science	Digital Literacy

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<b>Online Safety (4)</b> <ul style="list-style-type: none"> <li>Say and give examples of technology at home or school.</li> <li>Old/new technology</li> <li>Keep my login safe.</li> <li>Save work in a safe place.</li> <li>To log in safely.</li> <li>Learn how to find saved work in the Online Work area and find teacher comments.</li> <li>Learn how to search Purple Mash to find resources.</li> <li>Become familiar with the icons and types of resources</li> </ul>	<b>Grouping &amp; Sorting (2)</b> <ul style="list-style-type: none"> <li>Sorting and changing picture and text.</li> <li>Name, save and find my work.</li> <li>Sort items using a range of criteria.</li> <li>Sort items on the computer using the 'Grouping' activities in Purple Mash.</li> </ul>	<b>Lego Builders (3)</b> <ul style="list-style-type: none"> <li>Algorithm is a set of instructions</li> <li>Algorithm known as program.</li> <li>codes and algorithm. I can use and fix my code.</li> <li>Compare the effects of adhering strictly to instructions to completing tasks without complete instructions.</li> <li>Follow and create simple instructions on the computer.</li> <li>Consider how the order of instructions affects the result.</li> </ul>	<b>Animated Story Books (5)</b> <ul style="list-style-type: none"> <li>Sorting and changing sound, picture and text.</li> <li>Name, save and find my work.</li> <li>To introduce e-books and the 2Create a Story tool.</li> <li>Add animation to a story.</li> <li>Add sound to a story, including voice recording and music the children have composed.</li> <li>Work on a more complex story, including adding backgrounds and</li> </ul>	<b>Spreadsheets (3)</b> <ul style="list-style-type: none"> <li>Sorting and changing text.</li> <li>Name, save and find my work.</li> <li>Know what a spreadsheet program looks like.</li> <li>Locate 2Calculate in Purple Mash.</li> <li>Enter data into spreadsheet cells.</li> <li>Use 2Calculate image tools to add clipart to cells.</li> <li>Use 2Calculate control tools: lock, move cell, speak and count.</li> </ul>	<b>Coding (2)</b> <ul style="list-style-type: none"> <li>Understand what instructions are and predict what might happen when they are followed.</li> <li>Use code to make a computer program.</li> <li>Understand what object and actions are.</li> <li>Understand what an event is.</li> <li>Use an event to control an object.</li> <li>Begin to understand how code executes</li> </ul>

	<p>available in the Topics section.</p> <ul style="list-style-type: none"> <li>• Add pictures and text to work.</li> <li>• Explore the Tools and Games section of Purple Mash.</li> <li>• Learn how to open, save and print.</li> <li>• Understand the importance of logging out.</li> </ul>			<p>copying and pasting pages.</p> <ul style="list-style-type: none"> <li>• Share e-books on a class display board.</li> </ul>		<p>when a program is run.</p> <ul style="list-style-type: none"> <li>• Understand what backgrounds and objects are.</li> <li>• Plan and make a computer program.</li> <li>• Sorting and changing sound, picture and text.</li> <li>• Name, save and find my work.</li> </ul>
	<p><b>Technology outside school (2)</b></p> <ul style="list-style-type: none"> <li>• Say and give examples of technology at home or school.</li> <li>• Old/new technology</li> <li>• Keep my login safe.</li> <li>• Save work in a safe place</li> </ul>	<p><b>Pictograms (3)</b></p> <ul style="list-style-type: none"> <li>• Sorting and changing picture and text.</li> <li>• Name, save and find my work.</li> <li>• Understand that data can be represented in picture format.</li> <li>• Contribute to a class pictogram.</li> <li>• Use a pictogram to record the results of an experiment.</li> </ul>	<p><b>Maze Explorers (3)</b></p> <ul style="list-style-type: none"> <li>• Algorithms are a set of instructions</li> <li>• Algorithm known as program.</li> <li>• codes and algorithm. I can use and fix my code.</li> <li>• Understand the functionality of the direction keys.</li> <li>• Understand how to create and debug a set of instructions (algorithm).</li> <li>• Use the additional direction keys as</li> </ul>			



			<p>part of an algorithm.</p> <ul style="list-style-type: none"><li>• Understand how to change and extend the algorithm list.</li><li>• Create a longer algorithm for an activity.</li><li>• Set challenges for peers.</li><li>• Access peer challenges set by the teacher as 2Dos.</li></ul>			
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