

Computing Long Term Overview- Year 1

Autumn 1			
The aim of this unit is to teach pupils about using software safely and effectively. They will be introduced to Purple Mash and taught how log in safely and understand why that is important. They will also learn how to find saved work in their Online Work area and become familiar with the types of resources available in the Topics section. Finally, children will be taught the importance of logging out when they have finished their work and how to protect their own log in details.			
NC Objectives		Overview	Area of Computing
<p>Online Safety Year 1 Pack - Lesson 2 - Safe Image Searching</p> <p>PM Unit 1.1 Online Safety and Exploring Purple Mash</p>	<p><u>PM Unit 1.1</u></p> <ul style="list-style-type: none"> Use technology safely and respectfully Keeping personal information private Identify where to go for help and support when they have concerns about material on the internet or other online technologies identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> Log in using a specific set of details and learn how to keep these secure To explore the Tools area of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New. To create an avatar and to understand what this is and how it is used. To be able to create a picture and add their own name to it. To save work to the My Work area and understand that this is private space 	<p><u>Predominant Area of Computing</u> Digital Literacy (inc E-Safety)</p>
<p>PM Unit 1.2 Online Safety and Exploring Purple Mash</p>	<p><u>Online Safety - Own Your Creative Work</u></p> <ul style="list-style-type: none"> Use technology purposefully to create data Organise, sort and then store data 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> To be able to create a picture and add their own name to it. To start to understand the idea of 'ownership' of creative work. 	<p><u>Predominant Area of Computing</u> Digital Literacy (inc E-Safety)</p>
<p>PM Unit 1.2 & Lego Builders</p>	<p><u>PM Unit 1.2 & Lego Builders</u></p> <ul style="list-style-type: none"> Understand what algorithms are How they are implemented as programs on digital devices Understand 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><u>Pupils will</u></p> <ul style="list-style-type: none"> Explain the importance of following instructions. Follow and create simple instructions on the computer. Consider how the order of instructions affects the result. 	<p><u>Predominant Area of Computing</u> Computer Science</p>

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Autumn 2			
<p>Online Safety Year 1 Pack - Lesson 2 - Safe Image Searching</p> <p>PM Unit 1.3 Pictograms</p> <p>PM Unit 1.4 Lego Builders</p>	<p>The aim of this unit is to teach pupils about using software safely and effectively. They will be introduced to Purple Mash and taught how log in safely and understand why that is important. They will also learn how to find saved work in their Online Work area and become familiar with the types of resources available in the Topics section. Finally, children will be taught the importance of logging out when they have finished their work and how to protect their own log in details.</p>		
	NC Objectives	Overview	Area of Computing
	<p><u>Online Safety - Safe Image Searching</u></p> <ul style="list-style-type: none"> Use technology safely and respectfully in the context of searching for appropriate images online. identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p><u>Pupils will</u></p> <ul style="list-style-type: none"> Use a safe searching piece of software to identify images to use in contextual work Locate the help icon, learn how and when to use it, alongside identifying 5 responsible adults to support the, 	<p><u>Predominant Area of Computing</u></p> <p>Digital Literacy (inc E-Safety)</p>
	<p><u>PM Unit 1.3 Pictograms</u></p> <ul style="list-style-type: none"> Use technology purposefully to create data Organise, sort and then store data Manipulate and retrieve digital content 	<p><u>Pupils will</u></p> <ul style="list-style-type: none"> Represent data in a picture format. Contribute to a class pictogram. Use a pictogram to record the results of an experiment. 	<p><u>Predominant Area of Computing</u></p> <p>Information Technology</p>
<p><u>PM Unit 1.4 & Lego Builders</u></p> <ul style="list-style-type: none"> Understand what algorithms are How they are implemented as programs on digital devices Understand 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><u>Pupils will</u></p> <ul style="list-style-type: none"> Explain the importance of following instructions. Follow and create simple instructions on the computer. Consider how the order of instructions affects the result. 	<p><u>Predominant Area of Computing</u></p> <p>Computer Science</p>	

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Spring 1			
<p>Online Safety Year 1 Pack - Lesson 3 - Staying SMART Online</p> <p>PM Unit 1.5 Maze Explorers</p> <p>PM Unit 1.9 Technology Outside School</p>	<p>This half term, the units explore several different concepts, the children begin by recapping key knowledge about how to stay safe online. They then move onto looking at how to use directional commands in simple algorithms, building them up into a longer set of instructions to guide a sprite through a maze. Finally, they will find examples of where technology is used in the local community and work towards independently finding examples of external technology.</p>		
	NC Objectives	Overview	Area of Computing
	<p><u>Online Safety - Staying SMART Online</u></p> <ul style="list-style-type: none"> Use technology safely and respectfully in the context of learning about the SMART rules for Internet safety. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> Learn the SMART acronym Be able to understand some situations whereby they may need help online List responsible adults who can support them online 	<p><u>Predominant Area of Computing</u></p> <p>Digital Literacy (inc E-Safety)</p>
	<p><u>PM Unit 1.5 Maze Explorers</u></p> <ul style="list-style-type: none"> Understand what algorithms are How they are implemented as programs on digital devices Understand that programs execute by following precise and unambiguous instructions Create and debug simple programs 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> Understand the functionality of the basic direction keys Be able to use the direction keys to complete the challenges successfully. Begin to understand how to create and debug an algorithm. Understand how to change and extend the algorithm list. 	<p><u>Predominant Area of Computing</u></p> <p>Computer Science</p>
<p><u>PM Unit 1.9 Technology Outside School</u></p> <ul style="list-style-type: none"> Recognise common uses of information technology beyond school Use technology purposefully to create data Organise, sort and then store data 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> Find and understand examples of where technology is used in the local community Record these results in a suitable format such as a table or basic spreadsheet 	<p><u>Predominant Area of Computing</u></p> <p>Digital Literacy (inc E-Safety)</p>	

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Spring 2		
The units this term continue to allow the children to build on key knowledge about how to stay safe online. Next, they take their first look at operating and creating Animated Picture Books. They will learn the major differences between traditional paper and eBooks. Then, the children will, with support, create a class animated eBook. Over the course of the half term they will learn how to add images, pictures, sound and duplicate pages in their own eBooks.		
NC Objectives	Overview	Area of Computing
<p>Online Safety Year 1 Pack - Lesson 4 - My Personal Information</p> <p>PM Unit 1.6 Animated Story Books</p>		
<p><u>Online Safety - My Personal Information</u></p> <ul style="list-style-type: none"> • Use technology safely and respectfully in the context of keeping personal information safe. • identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> • Learn what is classed as 'personal' or sensitive data • Understand how to keep personal information safe • Understand that people may try and steal personal data, why and how to try and prevent it. 	<p><u>Predominant Area of Computing</u></p> <p>Digital Literacy (inc E-Safety)</p>
<p><u>PM Unit 1.6 & Animated Story Books</u></p> <ul style="list-style-type: none"> • Use technology purposefully to create data • Organise, sort and then store data • Manipulate and retrieve digital 	<p><u>Pupils will:</u></p> <ul style="list-style-type: none"> • Be taught the differences between traditional books and eBooks. • Explore the tools of 2Create a Story's My Simple Story level. • Save the page they have created • Add animation, sound effects, voice recording, music or a background to a picture or story. • Play the pages created so far. • Save the additional changes and overwrite the file. • Use the copy and paste feature to create additional pages. • Be able to continue and complete an animated story. 	<p><u>Predominant Area of Computing</u></p> <p>Information Technology</p>

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Summer 1		
Online Safety Year 1 Pack - Lesson 5 - What is Email PM Unit 1.7 Coding	During Summer 1, the first element of the curriculum is to gain a basic understanding of email, its useful purposes, challenges and dangers. They will use a safe, supervised piece of software to email a fellow classmate and respond. Children will then, recap on the algorithm basics they learned last term and further developing this by adding additional block commands, including action and 'what if' blocks, so that they can build small programmes. The final part of this unit allows children to test their debugging and problem-solving skills.	
NC Objectives	Overview	Area of Computing
<u>Online Safety - What is Email</u> <ul style="list-style-type: none"> Recognise common uses of information technology beyond school Use technology purposefully to create data in the form of an email identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<u>Pupils will;</u> <ul style="list-style-type: none"> Be taught the main features of an email, including sender, subject and reply Use safe, internal software to send and receive an e mail Learn how to delete and block emails/senders 	<u>Predominant Area of Computing</u> Digital Literacy (inc E-Safety)
<u>PM Unit 1.7 Coding</u> <ul style="list-style-type: none"> Understand how algorithms are implemented as programs on digital devices Understand that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Organise, sort and then store data 	<u>Pupils will;</u> <ul style="list-style-type: none"> Recap what an algorithm is Predict what will happen when instructions are followed. Understand that computer programs work by following instructions called code Use code to make a computer program. Understand what objects, actions and events are. Use an event to control an object. Begin to understand how code executes when a program is run. Explain what backgrounds and objects are. Demonstrate how to use the scale property. Plan a computer program. Make a computer program 	<u>Predominant Area of Computing</u> Computer Science

Computing Long Term Overview- Year 1

Summer 2		
During Summer 2, the first element of the curriculum is to gain a basic understanding of how to support others online and sharing their own expertise. Children will then, use basic spreadsheets to create simple tables and present data. They will learn vocabulary including cells, and formula and how these interlink,		
NC Objectives	Overview	Area of Computing
Online Safety Year 1 Pack - Lesson 6 - Keeping Zibb Safe Online	<u>Online Safety - Keeping Zibb Safe Online</u> <ul style="list-style-type: none"> Use technology safely and respectfully in the context of guiding others to make the right choices online. identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<u>Pupils will;</u> <ul style="list-style-type: none"> Create an online safety poster, using digital technologies, summarising their key learning from across their E-safety learning.
PM Unit 1.8 Spreadsheets	<u>Online Safety - Keeping Zibb Safe Online</u> <ul style="list-style-type: none"> Use technology safely and respectfully in the context of guiding others to make the right choices online. identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 	<u>Pupils will;</u> <ul style="list-style-type: none"> Be shown what a spreadsheet looks like and how to navigate around a spread sheet and enter data. Learn new vocabulary related to spreadsheets. Add clipart images to a spreadsheet. Use the 'move cell' and 'lock' tools. Use the 'speak' and 'count' tools in 2Calculate to count items.
PM Unit 1.8 Spreadsheets	<u>PM Unit 1.8 Spreadsheets</u> <ul style="list-style-type: none"> Use technology purposefully to create data Organise, sort and then store data Manipulate and retrieve digital content 	<u>Pupils will;</u> <ul style="list-style-type: none"> Be given opportunity to explore their favourite areas of the computing curriculum and work on an independent project, either using iPads or manual mapping.
PM Unit 1.8 Spreadsheets	<u>Unplugged Activities</u> <ul style="list-style-type: none"> Access to all curriculum strands (see above) 	<u>Pupils will;</u> <ul style="list-style-type: none"> Be given opportunity to explore their favourite areas of the computing curriculum and work on an independent project, either using iPads or manual mapping.
PM Unit 1.8 Spreadsheets	<u>Unplugged Activities</u> <ul style="list-style-type: none"> Access to all curriculum strands (see above) 	<u>Pupils will;</u> <ul style="list-style-type: none"> Be given opportunity to explore their favourite areas of the computing curriculum and work on an independent project, either using iPads or manual mapping.