Year 1 - Computing

Learning to be a **Computer Scientist**	Learning to be a **Creator**	Learning to be SMART – **E-safety**
Cs1 - I can understand how many everyday devices respond to commands.	**Cr1 -** I know what each part of a computer does e.g. keyboard types etc.	**Es1 -** I can understand why my login has a password.
Cs2 - I can give and follow instructions using Forward and Backward commands (arrows) and the Go command, one at a time.	**Cr2 -** I can switch on and shutdown a computer (including using log in).	**Es2 -** I can begin to understand that I leave a digital footprint when using the internet.
Cs3 - I can explore outcomes when instructions are given in a sequence.	**Cr3 -** I can use a mouse accurately to open programs and drag objects.	**Es3 -** I know ways to be safe on the internet (SMART).
Cs4 - I can give and write a simple sequence of instructions.	**Cr4 -** I can save and open a file.	**Es4 -** I can understand the SMART rules and why we have them.
Cs5 - I can discuss/explore what will happen when instructions are given in a sequence.	**Cr5 -** I can type on a keyboard.	**Es5 -** I can use the internet to explore.
Cs6 - I am beginning to understand the term algorithm.	**Cr6 -** I can select and edit text e.g. size, colour and font.	**Es6 -** I can begin to understand what cyberbullying is and know how to protect myself with the SMART rules.
	Cr7 - I can use a digital camera to photograph or record a class activity.	
	Cr8 - I can use images that I have taken within another software.	
	Cr9 - I can create a pictogram using the computer.	
	Cr10 - I can use a range of paintbrush sizes, colours and types when creating digital art.	
	Cr11 - I can create shapes with different coloured outlines and fills.	
	Cr12 - I can use word processing programmes to create simple posters.	
	Cr13 - I can complete a search using a child friendly search engine under the supervision of adults.	
	Cr14 - I can explore a website by clicking on buttons, arrows, menus and hyperlinks.	

Year 1 Topic Coverage

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
CR1 CR2 CR3 ES6	CR7 CR8	CR5 CR6 ES6	CS1 CS2	CS2 CS3 CS4 CS5 CS6 CR4 CR9 ES6	CR10, CR11, CR12, CR13, CR14 ES2
ES1 ES3 ES4 ES5					

Vocabulary

Audio, Click, CEOPs, Control, Cursor, Directions, Double click, Drag, Home button, Icon, Input, Left, Login, Menu, Monitor, Open, Output, Power, Processor, Program, Record, Right, Screen Scroll, Shortcut, Shutdown, Start menu, Store, Track, Trolls, Type, Windows	Access, Application, Cable, Digital, Edit, Image, Information, Paint, Personal computer, Photograph, Programs, Publisher, Recording, Store, Transfer, Word	Alter, Backspace, CEOPs, Colour, Enter, Features, Font, Key, Program, Publisher, Return, Size, Symbol, Tap, Trolls, Type, Word, Write	Action, Algorithm, Backwards, Coding, Command, Device, Execute, Forwards, Instructions, Program, Robot, Run, Steps	Access, Action, Algorithm, Application, Backwards, Bug, CEOPs, Coding, Complex, Complicated, Data, Debug, Debugging, Document, Draw, File, Filename, Follow, Forwards, Information, Instructions, Open, Patterns, Pictogram, Program, RMGraph, Saved, Sequence, Steps, Trolls	Add, Autoshapes, Brush, Colour, Control, Digital, Digital footprint, Edit, Fill, Google, Hyperlink, Input, Insert, Internet, Kidrex, Link, Menu, Outline, Paint, Can, Pen, Pencil, Programs, Publisher, Results, Scroll, Search, Search Engine, Set, Simple, Size, Spray, Techniques, Tool, Users, Website

Private, Password, Device, Smart, Rules, Safe, Meet, Accept, Reliable, Tell, Online, Edited, Trustworthy

I will learn…

That a key board lets me type into a computer. That mouse lets me move the cursor. That a screen lets me see what is happening. That the processor controls all of the machine. That the speakers let us hear things. That a printer lets us get things from the computer. That a microphone lets us record our voice in the computer. That you switch a computer on with the button. That when a computer is switched on you need to login.	That photos and recording can store information. How to take a photo on a tablet. How to record on a tablet. That come programs and apps let you change and use photos. That a photo can be moved from a camera to a PC. How to access a photo in paint, publisher or word.	That some programs and features let you write in a computer. That when you press a key the letter or symbol appears on the screen. That writing can be changed in lots of different ways. How to change the size of a writing. That different writing styles are called fonts. How to change the font. How to change the colour. That some people on the internet aren't nice.	That devices have to be given instructions. That when you give a device a command it runs some code to know what to do. That instructions need to be broken down in to small pieces. How to make a BeeBot move forwards. How to make a BeeBot move backwards. How to make the BeeBot follow the instructions.	That instructions are done in the order they are given. That if we swap instructions around then different things might happen. That computer instructions need to be simple. That if we want more complicated things to happen we can use more instructions. That sets of instructions can be grouped to make more complex things happen. How to read through instructions like a computer. That we can act out or draw out instructions to understand them.	That some programs can be used to make art. That art made on a computer is called digital art. How to change a brush size. How to change a brush colour. That there is more than one kind of brush. How to insert a shape. How to set the shapes outline colour. How to set the shapes fill colour. That some programs are good for making posters. That different techniques can be used to make posters.

That you switch a computer off by choosing "Shut down" in the start menu. That a program can be opened by clicking once on a menu. That an icon is a picture for a program/shortcut. That if you click twice very quickly it is called a double click, That a program can be opened by double clicking an icon. That if you hold the left mouse buttons and move the mouse you can drag things. That some people on the internet aren't nice. That we can protect ourselves using the SMART rules.		That we can protect ourselves using the SMART rules.		That a set of instructions for a computer is called an algorithm. That algorithm is just a word for computer instructions. That information can be saved for later. That the information is called a file. That files need name. That the files can be opened later. That you can sometimes open files on different computers. That some programs and websites let me make pictograms. How to make a pictogram using a computer. That some people on the internet aren't nice. That we can protect ourselves using the SMART rules.	That search engines can be used to find things on the internet. That there are special search engines for children. That search engines need short, simple input. How to use a search engine. That website have lots of different features for different jobs. That when I go on the internet some people can see what I'm doing. That the information that other people can see about us is called a digital footprint.

That a password keep private information safe.

That we have a set of rules when we use a digital device.
How to stay safe using the SMART rules.

That S stands for safe, M stands for meet, A stands for accept, R stands for Reliable and T stands for tell.
That these rules can be used to keep me safe when I use digital devices.

That the internet has lots of information on different websites and these can be explored by anybody.