

Autumn	Spring	Summer	
<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am kind and responsible</p> <p>Agree class internet rules based on personal responsibilities. (AUP) Include cyberbullying messages in Anti-bullying week.</p>	<p>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am safe</p> <p>Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.</p>	<p>e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards</p> <p>I am healthy</p> <p>Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.</p>	
<p>Programming 1 - CORE</p> <p>Year 1 Move My Bee-Bot</p> <p>3 sessions (and espresso coding 1a)</p> <ul style="list-style-type: none"> • Give instructions to partners • Use counters to investigate Bee-Bot movement • Draw 'town' in pairs • 'Write' programs to move around town • Use word algorithm 	<p>Multimedia 1 – CORE</p> <p>Year 1 Describing My Toys</p> <p>3-5 sessions</p> <ul style="list-style-type: none"> • Use online activity to add text to an image • Record an image; upload it to a computer / check it is on camera roll of tablet • Use software or app to label photo • Create an interactive story • Present work to peers 	<p>TIOL 1 - CORE</p> <p>Year 1 Discovering My Technology 2 sessions</p> <ul style="list-style-type: none"> • Play I Spy of technology • Work in groups to search out technology around the school and discuss purposes • Search for technology at home • Discuss who uses technology and why • Play I Spy of technology at home 	
<p>Multimedia 3 – CHOICE</p> <p>Year 1 Making My Animated People 6 sessions</p> <ul style="list-style-type: none"> • Create simple flipbook animation • Experiment with Pivot Stick software • Make a character walk • Predict what will happen with changes to timing and size of movements 	<p>Programming 3 – CHOICE</p> <p>Year 1 My Moves on screen with 2Go or JIT 4 sessions</p> <ul style="list-style-type: none"> • Use 2Go/JIT program to move car around village • Link back to Bee-Bot town activity • Challenge with turning level of 2Go • Draw house with 2Go/JIT 	<p>Handling Data 1 – CHOICE</p> <p>Year 1 Counting My Information</p> <p>4 - 5 sessions</p> <ul style="list-style-type: none"> • Use 2Simple 2Count or online pictograph to record data • Use Venn diagrams to sort clipart and photographs • Take photographs of the different Venn diagrams 	
	<p>TIOL 3 - CHOICE</p> <p>Year 1 Sharing My Learning</p> <p>3 sessions</p> <ul style="list-style-type: none"> • Use Skype as a whole class or in small groups • Use Google Earth • Talk about how technology has helped them share their learning • Talk about benefits of technology and when best to use something else 	<p>Espresso coding 1b</p> <p>Open Ended Challenge</p> <p><u>Identify an appropriate challenge</u> to allow children to</p> <ul style="list-style-type: none"> • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing 	

Basic Skills
(to support my learning across the curriculum)

- Use passcode on a tablet and log in on laptop/PC.
- Use home button on a tablet.
- Develop coordination and motor skills in operation a mouse or roller pad on a laptop or PC.
- Open a document or other file on a laptop/PC.
- Open appropriate App or Home screen link on a tablet.
- Take a photo and open camera roll on a tablet.
- Follow a hyperlinked image to a website using a laptop or PC.
- Follow links to find information
- Use keyboard to find the letters of your name or basic spellings. (Encourage use of left and right hands.)
- Use uppercase key for a capital letter.
- Use space bar between words.

Additional activities to develop computational thinking

Simon Says (10 minutes)

- Play Simon Says with the class.
- Discuss how this activity is dependent on properly being able to give and follow instructions.
- Explain how providing clear instructions is critical to computer programming.

<https://www.scratchjr.org/teach.html>

Crazy Character Algorithm (30 minutes)

- Create a set of instructions on how to draw a crazy character.
- Start to understand what algorithms are.

Sign up free to [Barefoot Computing](#).