Computing Curriculum Planner: Year 1

<table>
<thead>
<tr>
<th>Autumn</th>
<th>Spring</th>
<th>Summer</th>
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<tbody>
<tr>
<td>e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards</td>
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<td><strong>I am kind and responsible</strong></td>
<td><strong>I am safe</strong></td>
<td><strong>I am healthy</strong></td>
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<td>Agree class internet rules based on personal responsibilities. (AUP) Include cyberbullying messages in Anti-bullying week.</td>
<td>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.</td>
<td>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.</td>
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### Programming 1 - CORE
- Year 1 Move My Bee-Bot
  - 3 sessions (and espresso coding 1a)
  - Give instructions to partners
  - Use counters to investigate Bee-Bot movement
  - Draw ‘town’ in pairs
  - ‘Write’ programs to move around town
  - Use word algorithm

### Multimedia 1 – CORE
- Year 1 Describing My Toys
  - 3-5 sessions
  - 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

### Multimedia 3 – CHOICE
- Year 1 Making My Animated People
  - 6 sessions
  - 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

### Programming 3 – CHOICE
- Year 1 My Moves on screen with 2Go or JIT
  - 4 sessions
  - 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

### TIOL 1 - CORE
- Year 1 Discovering My Technology
  - 2 sessions
  - 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

### Handling Data 1 – CHOICE
- Year 1 Counting My Information
  - 4 - 5 sessions
  - Use 2Simple 2Count or online pictograph to record data
  - Use Venn diagrams to sort clipart and photographs
  - Take photographs of the different Venn diagrams

### TIOL 3 - CHOICE
- Year 1 Sharing My Learning
  - 3 sessions
  - 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

### Open Ended Challenge
**Identify an appropriate challenge** to allow children to
- 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](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.

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www.somersetelim.org

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