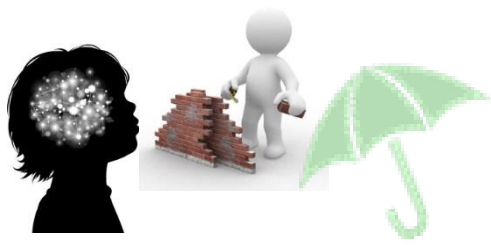
Computing Curriculum Planner: Year 1 Maigold

Autumn	Spring	Summer
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am kind and responsible** Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am safe** 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.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards **I am healthy** 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.
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	TIOL 2 – CHOICE Year 1 Technology and My Toys 3 sessions • Complete and compare an offline and online jigsaw puzzle • Explore and retrieve information from a website • Discuss the devices children play games	Handling Data 1 – CORE Year 1 Counting My Information 4 - 5 sessions • Use pictograph software to record data • Use Venn diagrams to sort clipart and photographs • Take photographs of the different Venn diagrams • Talk about the information that has been sorted
Programming 1 - CORE Year 1 Move My Bee-Bot 3 sessions • 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	**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
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		



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.

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