COMPUTING – Year 1 – Autumn Term

Prior Learning	
EYFS OBJECTIVES COVERED	
Key vocabulary for this unit	
AUTUMN 1 – COMPUTING SYSTEMS AND NETWORKS – IMPROVING MOUSE SKILLS Log in Login Log out / off Mouse Mouse pointer Click Keyboard Screen Password Account Software Duplicate Ctrl Tools Right click Menu Layers Username Drag Drag and drop Digital photograph Undo Cursor	**AUTUMN 2 – PROGRAMMING 1 – ALGORITHMS UNPLUGGED** Algorithm Automatic Bug Chunks Clear Code Debug Decompose Decomposition Device Directions Input Instructions Manageable Motion Order Organise Output Precise Programming Problem Robot Sensor Sequence Solution Specific Steps Tasks Virtual Assistant

Learning Sequence	
AUTUMN 1 Lesson 1: Logging in	• To log into a computer and access a website
Lesson 2: Click and drag skills	• To develop mouse skills
Lesson 3: Drawing shapes	• To use mouse skills to draw and edit shapes
Lesson 4: Drawing a story	• To draw a scene from a story using digital tools
Lesson 5: Self-portrait	• To create a self-portrait using digital techniques
AUTUMN 2 – Lesson 1: What is an algorithm?	• To understand what an algorithm is
Lesson 2: Algorithm pictures	• To follow instructions precisely to carry out an action
Lesson 3: Virtual assistants	• To understand that computers and devices around us use inputs and outputs
Lesson 4: Step by step	• To understand and be able to explain what decomposition is

Lesson 5: Debugging directions	• To know how to debug an algorithm
Assessment milestones	
• “log in” and “log out” means to begin and end a connection with a computer • A computer and mouse can be used to click, drag, fill and select and also add backgrounds, text, layers, shapes and clip art. • Passwords are important for security and to keep us safe.	• To understand that an algorithm is when instructions are put in an exact order. • To understand that decomposition means breaking a problem into manageable chunks and that it is important in computing. • To know that we call errors in an algorithm ‘bugs’ and fixing these ‘debugging’.