Computing – year 1 – summer term

Creating media – digital imagery

Data handling – introduction to data

|  |
| --- |
| Prior learning  |
|  EYFS objectives coveredAutumn y1 units covered computing systems and networks - improving mouse skills/ programming 1 algorithms unpluggedSpring y1 units covered skills showcase – rocket to the moon / programming 2 - Beebots |
| Key vocabulary for this unit |
| **Summer 1 - Creating Media: Digital Imagery**Background Blurred Camera ClearCrop Delete Device Digital camera DownloadDrag and drop Edit Editing software Filter ImageImport Internet Keyword Online Photograph ResizeSave as Screen Search engineSequenceSoftwareStorage spaceVisual effects | **Summer 2 - Data Handling – Introduction To Data**Bar chart Block graph Branching database CategoriseChart Click and drag Compare CountData, Data collection, Data record,Data representation,Edit, Input, Keyboard, Line graph,Mouse, Information, Label, Pictogram Pie chartProcess Record Resize Sort Table Tally Values |
| Learning Sequence |
| **Summer 1 -** **Creating Media: Digital Imagery** |  |
| **Planning a photo story** | * To understand and create a sequence of pictures
 |
| **Taking photos** | * To take clear photos
 |
| **Editing photos** | * To edit photos
 |
| **Searching for images** | * To search for and import images
 |
| **Photo collage** | * To create a photo collage
 |
| **Summer 2 -** **Data Handling: Introduction To Data** |  |
| **Zoo Data** | * To represent data in different ways
 |
| **Picture Data** | * To use technology to represent data in different ways
 |
| **Minibeast hunt** | * To collect and record data
 |
| **Animal branching databases** | * To sort data
 |
| **Inventions** | * To design an invention to gather data
 |
| Assessment milestones |
| Creating Media * To understand that holding the camera or device still and considering angles and light are important to take good pictures.
* To know that you can edit, crop and filter photographs.
* To know how to search safely for images online.
 | Data Handling* To know how that charts and pictograms can be created using a computer.
* To understand that a branching database is a way of classifying a group of objects.
* To know that computers understand different types of ‘input’.
 |