COMPUTING – Year 1 – Autumn Term



Prior Learning	
EYFS OBJECTIVES COVERED	
Key vocabulary for this unit	
AUTUMN 1 – COMPUTING SYSTEMS AND	AUTUMN 2 – SKILLS SHOWCASE –
NETWORKS – IMPROVING MOUSE SKILLS	ROCKET TO THE MOON
Log in	
Login Log out / off	Annotate
Mouse Mouse pointer	Cells Components Create Data
Click Keyboard Screen Password	Debug Designing Digital content
Account Software Duplicate	Digital image
Ctrl Tools	Document E-document Edit
Right click	Editing program
Menu	Evaluate Folder Input Instructions
Layers	Log in Photo Program Order Robot
Username Drag	Save Sequence Share Software
Drag and drop	Spreadsheet Table
Digital photograph	
Undo	
Cursor	

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 – SKILLS SHOWCASE – ROCKET TO THE MOON Lesson 1: Rocket materials	 To recognise that digital content can be represented in many forms.
Lesson 2: Rocket design	To design a rocket using a graphics editing programme.

Lesson 3: Rocket building instructions	To sequence a set of instruct	tions.	
Lesson 4: Making a rocket	• To build a rocket.		
Lesson 5: Rocket launching	To test a design and record data.		
 Connection with A computer and fill and select and layers, shapes 	y out" means to begin and end a a computer d mouse can be used to click, drag, nd also add backgrounds, text,	 To know that when we create something on a computer it can be more easily saved and shared than a paper version. To know some of the simple graphic design features of a piece of online software. To know that a spreadsheet is an electronic 'table' for sorting data. 	