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 – SKILLS SHOWCASE – ROCKET TO THE MOON** Annotate Cells Components Create Data Debug Designing Digital content Digital image Document E-document Edit Editing program Evaluate Folder Input Instructions Log in Photo Program Order Robot Save Sequence Share Software Spreadsheet Table

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 instructions.
Lesson 4: Making a rocket	• To build a rocket.
Lesson 5: Rocket launching	• To test a design and record data.

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 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.