



Streetsbrook Infant & Early Years Academy

Computing Curriculum Overview

Year 1

The computing curriculum across KS1 is supported by Teach Computing created by the National Centre for Computing Education (NCCE). Every lesson starts with an 'Izzy iPad' question or scenario. During this time children and class teachers discuss online safety and promote appropriate use of technology.

Autumn 1	<u>Computing systems and networks</u> Technology around us. • Recognising technology in school and using it responsibly. • Develop understanding of technology and how it can help us. • Become more familiar with the different components of a computer by developing keyboard and mouse skills • Start to consider how to use technology responsibly
Autumn 2	<u>Creating media</u> Digital painting • Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. • Explore the world of digital art and its exciting range of creative tools. • Create own paintings, while getting inspiration from a range of other artists. • Consider preferences when painting with, and without, the use of digital devices.
Spring 1	<u>Programming A</u> Moving a robot • Writing short algorithms and programs for floor robots, and predicting program outcomes. • This unit introduces learners to early programming concepts. • Explore using individual commands, both with other learners and as part of a computer program. Identify what each floor robot command does and use that knowledge to start predicting the outcome of programs. • Learners are also introduced to the early stages of program design through the introduction of algorithms.
Spring 2	<u>Data and information</u> Grouping data • Exploring object labels, then using them to sort and group objects by properties. • This unit introduces pupils to data and information. • Use labels to put objects into groups, and labelling these groups.

	• Demonstrate counting a small number of objects, before and after the objects are grouped. • Begin to demonstrate their ability to sort objects into different groups, based on the properties they choose. • Use their ability to sort objects into different groups to answer questions about data.
Summer 1	<u>Creating media</u> Digital writing • Using a computer to create and format text, before comparing to writing non-digitally. • Promote your learners' understanding of the various aspects of using a computer to create and change text. • Learners will familiarise themselves with typing on a keyboard and begin using tools to change the look of their writing • Consider the differences between using a computer and writing on paper to create text
Summer 2	<u>Programming B</u> Programming animations • Designing and programming the movement of a character on screen to tell stories. • This unit introduces learners to on-screen programming through ScratchJr. • Learners will explore the way a project looks by investigating sprites and backgrounds. • Use programming blocks to use, modify, and create programs. • Learners will also be introduced to the early stages of program design through the introduction of algorithms.