



Knowle CE Primary Academy

Curriculum Map: Year 1 COMPUTING



Credibility						
DEEP DIVE	Computing Skills 1:1	Word Processing 1:2	Online Safety 2:1	Programming 2:2	Programming with Logo/Scratch 3:1	Using and Applying 3:2
YEAR 1	<i>What can pupils already know/do/understand?*</i>					
Non-Negotiable lessons	1 to 6	1 to 6	1 to 6	1 to 6	1 to 6	1,2,3 & 6
Cross Curricular Opportunities Creativity	N/A	N/A	Links with Safer Internet Day JIGSAW/PSHE Geography?	4-6 Scope to link to topic focus e.g. Beebot follows a map to hidden treasure	Summer Term - 'Lost & Found'	Linked to the writing curriculum
Delivery timescale (Suggested)	1,2,3 - taught together 4,5,6 - taught together	Individual lessons	Lesson 5 - reduced to discussion/demonstration	1-3 taught individually 4-6 as a block	Block equivalent of 1-2 days for the unit	Individual lessons
Problem-solving Approach Compassion	This computer isn't working what can we do to make it work?	How can we help Teddy to improve the presentation of his writing?	How can we stay safe when we are using a computer?	How do we help Beebot to get to where he needs to go?	This computer game is boring! How can we make it more exciting?	How can we show our teachers how much more we know, can do and understand about computing?*
Community Opportunities Community	N/A	N/A	N/A	N/A	Test the revised games on family, friends and classmates	N/A



Utilise other appropriate opportunities for the application and practice of taught skills/knowledge

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Assessment Criteria	
<p>By the end of each unit all children should be able to:</p>	
<p>Computing Skills</p> <ul style="list-style-type: none"> - Click and drag with a mouse or trackpad. - Switch on and shutdown a computer independently. - Launch an application by double clicking it 	<p>Word Processing Skills</p> <ul style="list-style-type: none"> - Type with two hands. - Use shift, space and enter correctly. - Use undo and redo. - Make text bold, italic or underline
<p>Online Safety</p> <ul style="list-style-type: none"> - Type their name on a piece of work they have created - Open a web browser - Recall some of the SMART rules for Internet safety - Know who to tell if someone online asks for personal information - Understand why email is a good way to communicate. 	<p>Programming</p> <ul style="list-style-type: none"> - Create step-by-step instructions using pictures - Write and follow detailed step-by-step instructions - Direct a Bee-Bot to a toy - Program a Bee-Bot, one instruction at a time, using the arrow buttons.
<p>Programming with Logo/Scratch</p> <ul style="list-style-type: none"> - Open the ScratchJr app and start a new project - Add new characters and backgrounds - Use blocks for movement in different directions - Create short sets of sequenced instructions 	<p>Using and Applying</p> <ul style="list-style-type: none"> - Turn on a computer and open an application - Type letters and symbols, including use of the shift key - Format text in different ways (bold, italic, underline)

We follow a problem-solving approach to Computing. We focus on how we often use technology to solve problems and how sometimes, technology creates problems, which in turn, need solving! Themes and topics often start with a scenario or a question and whenever possible this is made 'real' for our pupils to motivate them and to give purpose to their learning.