

Year 1 Computing Units

Creative Technology (Multimedia)	Programming	Digital Research	E-Safety	Data and Networks
<p>Unit 1: Graphics Use ICT to generate ideas for their work.</p> <p>Use various tools including brushes, pens, lines, fill, spray and stamps.</p> <p>Use save, retrieve, amend and print.</p> <p><i>(Dazzle, Paint, Art App, Revelation Natural Art)</i></p> <p>Unit 2: Text Turn on and off the computer safely.</p> <p>Use the spacebar, back space, enter, shift and arrow keys.</p> <p>Start to use 2 hands when typing.</p> <p>Word process short texts.</p> <p><i>(Book Creator, Textease, Clicker 5/6)</i></p> <p>Unit 3: Audio Explore making and playing sounds with technology.</p> <p>Use a range of devices to record sounds, music, captions and voice recordings.</p> <p><i>(EasiSpeak Microphones, iPad Apps, Talking Tins, 2Create a Story, Little Animals Activity Centre</i> http://www.creatingmusic.com/)</p>	<p>Unit 1: Bee Bots (Floor and App) Give and follow instructions, which include straight and turning commands, one at a time.</p> <p>Explore outcomes when instructions are given in a sequence.</p> <p>Give a simple sequence of instructions.</p> <p>Unit 2: Daisy Dino/Bee Bots Discuss/explore what will happen when instructions are given in a sequence.</p> <p>Give a sequence of instructions to complete a simple task.</p> <p>Instructions use both movement commands and additional commands.</p> <p>Unit 3: Programming in the World Around Us Talk about, explore and visit places where programming is used in school and the world around.</p> <p>Involve children in operating simple equipment around school. Discuss how shops, traffic crossings' etc use technology and the cause/effect.</p>	<p>Unit 1: Websites Talk about websites they have been on.</p> <p>Explore a website by clicking on buttons, arrows, menus and hyperlinks.</p> <p>Navigate 'back' by clicking on the 'back' button.</p> <p>Complete a search under the supervision of adults.</p> <p>Unit 2: Devices Use a range of devices to access digital content.</p> <p>Talk about and explore a range of digital content used in the school and the world around.</p> <p><i>(Electronic Microscope to magnify and observe a material or living organism, an interactive book, listening to a story)</i></p>	<p>Unit 1: Real and Imaginary Experiences on the computer. Talk about the difference between real and imaginary experiences on computers and technology.</p> <p>Talk about choices when playing online games and activities.</p> <p>Know what to do if something on the Internet worries them.</p> <p>Unit 2: True or False? Make decisions about whether or not statements or images found on the Internet are likely to be true.</p> <p>Identify what things count as personal information.</p>	<p>Unit 1: Pictograms Know that images give information.</p> <p>Say what a pictogram is showing them.</p> <p>Put data into a program.</p> <p>Sort objects and pictures in lists or simple tables.</p> <p>Unit 2: Technology Recognise a range of technology is used in homes and schools.</p> <p>Recognise common uses of technology beyond school.</p> <p>Retrieve digital content from the school network.</p>

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