

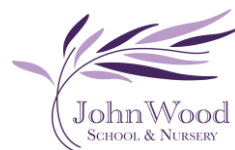


Computing

Year 1

Autumn 1

Computing systems and networks: Improving mouse skills



Key Vocabulary

Account	Somewhere our information can be stored and seen safely using a username and password.
Clipart	A collection of images that can be used on the computer.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Log on	To put in a username and password unique to you, to access your personal account.
Log off	To lock your account.
Mouse	A handheld device that is used to move things around on the computer screen.
Password	A secret word made up of letters, numbers and symbols.
Resize	To change the height and width of an object.
Screen (monitor)	A device that shows what is happening on the computer, such as videos, pictures and words.
Software	A series of instructions written for a computer to follow. Also known as apps.
Tool	An object that helps us with a particular task. For example, a ruler helps us measure.
Username	A unique name or email address for your account.

Computer menu:

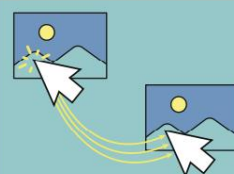
File
Open
Save
Close

Computer window:

Folder



Computer mouse skills:



Click and drag



Drag and drop

Can you find all the letters of your name on the keyboard?



Online Safety

Personal information

name	age
address	birthday

Staying safe online

Strangers are people you don't know online.	Be kind online as you would in real life.
Keep personal information private.	Tell a trusted adult if you are unsure.

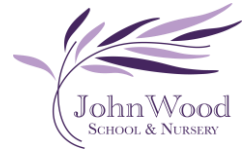
Prior Learning:

Reception - Computing systems and networks 1: Using a computer.





Computing Year 1 Autumn 2 Programming 1: Algorithms unplugged



Key Vocabulary

Algorithm	A clear set of instructions to carry out a task.
Bug	An error or mistake in computer code.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Debug	To fix the error in code.
Decompose	To break something down into smaller chunks.
Device	Equipment created for a certain purpose or job.
Input	A way of telling the computer what you want it to do.
Instructions	A list of commands and directions on how to do something.
Output	Information or data that is sent by the computer to an output device such as a printer or speakers.
Solution	The method to solve a problem.

Full picture:	Decomposition:																								
	<table><tr><th>Shape:</th><th>How many?</th><th>Body part</th></tr><tr><td></td><td>One</td><td>Eye</td></tr><tr><td></td><td>One</td><td>Head</td></tr><tr><td></td><td>One</td><td>Beak</td></tr><tr><td></td><td>One</td><td>Wing</td></tr><tr><td></td><td>One</td><td>Body</td></tr><tr><td></td><td>Two</td><td>Legs</td></tr><tr><td></td><td>Two</td><td>Feet</td></tr></table>	Shape:	How many?	Body part		One	Eye		One	Head		One	Beak		One	Wing		One	Body		Two	Legs		Two	Feet
Shape:	How many?	Body part																							
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	One	Wing																							
	One	Body																							
	Two	Legs																							
	Two	Feet																							

An algorithm for brushing your teeth:



1. Brush your front teeth 
2. Add some toothpaste 
3. Get your toothbrush 
4. Brush your back teeth 
5. Rinse your mouth 
6. Smile! 

There is a bug in the algorithm!



1. Get your toothbrush 
2. Add some toothpaste 
3. Brush your front teeth 

Online Safety

Personal information

 name	 age
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Staying safe online

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Prior Learning:

Reception - Programming 1: All about instructions.





Computing

Year 1

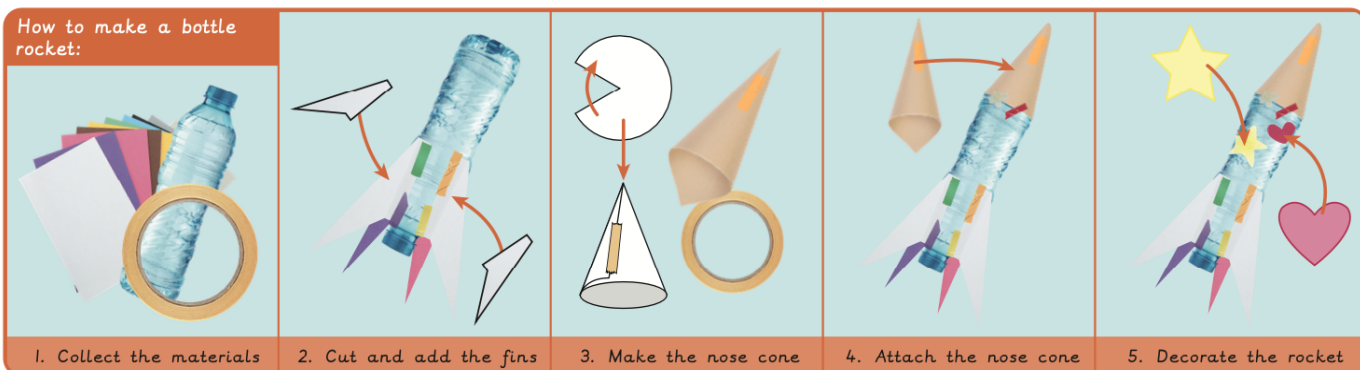
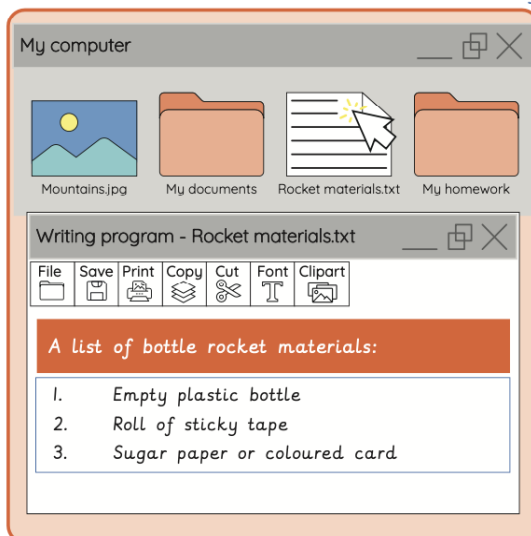
Spring 1

Skills Showcase: Rocket to the Moon

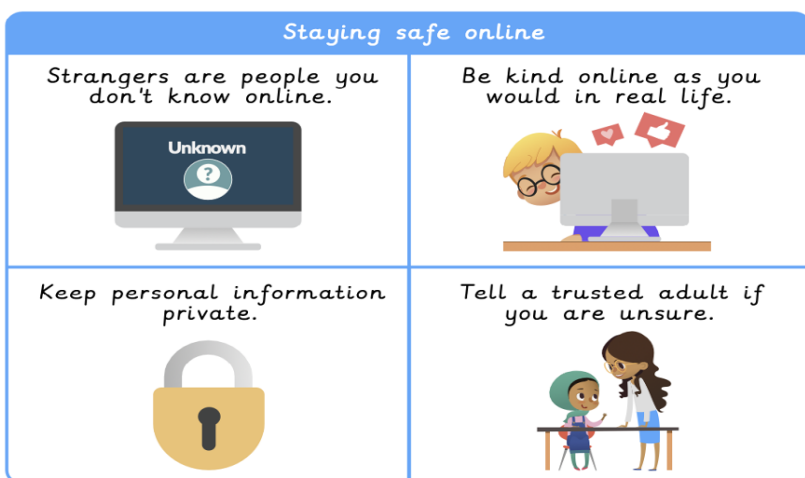
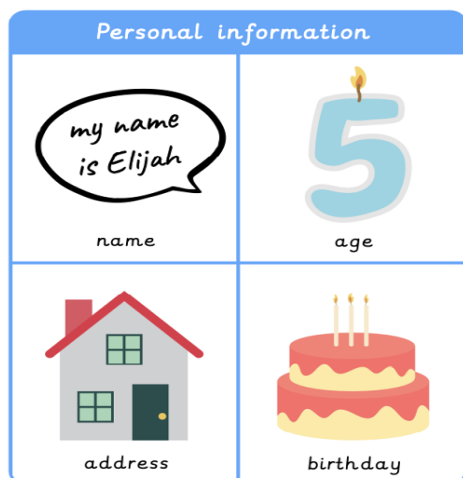


Key Vocabulary

Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Computer program	A series of instructions, that are written for a computer to follow. Also known as apps.
Create	To make something.
Data	Information used for a specific purpose or investigation.
Digital content	Information and media such as videos and pictures stored on a computer.
e-Document	An electronic file which includes text.
Folder	An electronic storage file that holds other digital content for example text, pictures, videos.
List	A number of things, one after the other.
Save	To store something for use later.
Sequence	A set order or pattern for something to follow.
Share	To show or give a part of something to someone else.
Spreadsheet	An electronic document that lets you store data in rows and columns.



Online Safety



Prior Learning:

Reception - Computing systems and networks 1: Using a computer.



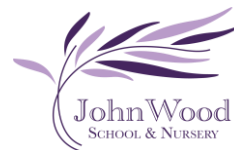


Computing

Year 1

Spring 2

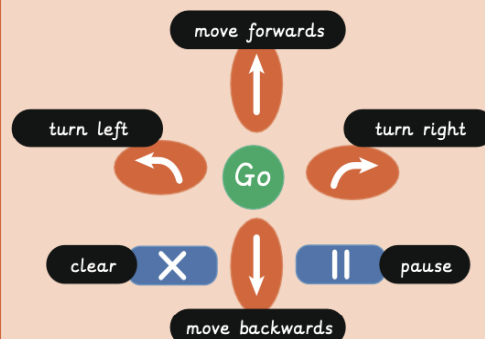
Programming: Bee-Bots



Key Vocabulary

algorithm	A clear set of instructions to carry out a task.
Bee-Bot	A small programmable floor robot with seven buttons (forwards, backwards, turn right, turn left, go, pause and clear).
code	Words, numbers and symbols that make a computer language.
program	A series of instructions that are written for a computer to follow.
explain	Give clear information about something to someone.
explore	Look at something new to learn more about it.
instructions	A list of commands and directions on how to do something.
predict	To make a guess.
tinker	To explore and play with something to discover what it can do.
video	Moving pictures that make up a film or cartoon.

Bee-Bot buttons



On top of the Bee-Bot

Under the Bee-Bot

Where will the instructions take Bee-Bot?

Instructions: ↑ ↻ ↑ Go

Online Safety

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age

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birthday

Staying safe online

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Keep personal information private.

Be kind online as you would in real life.

Tell a trusted adult if you are unsure.

Prior Learning:

Reception - Programming 1: All about instructions and Programming 2: Programming Bee-Bots.





Computing Year 1 Summer 1 Creating Media: Digital Imagery



Key Vocabulary

Camera	A device used to take, or record, pictures of people and objects.
Crop	When you change the height and/or width of an image.
Delete	To remove from a computer, text or files such as images.
Download	To save a file from the internet or another computer.
Drag and drop	When you move and place text or a file on a computer.
Editing software	Any software program that lets you change an image or video in any way.
Image	A picture.
Import (software)	To place another file into a document, such as an image.
Photograph	Still images that are taken by a camera.
Resize	To change the height and width of an object.
Save as	Lets you name and store a file on a computer.
Search engine	A website that lets you search for information on the internet.
Sequence	A set order or pattern for something to follow.
Smart device	An electronic device, connected to other devices or the internet.
Storage space	A place for keeping information for future use.
Visual effects	The process where images are created or changed.

Tell an adult if you see something online that makes you feel unhappy.

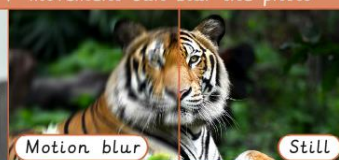
Check that there is enough light



Check the camera frame, to position your photograph



Hold the camera still, because movement can blur the photo



When taking photographs, remember to:
Make sure you get all of the subject in the photo



An example of a sequence: egg-hatching



Different types of camera:



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Prior Learning:

Reception - Computing systems and networks 2: Exploring hardware



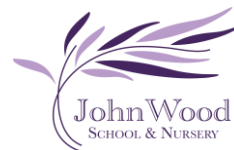


Computing

Year 1

Summer 2

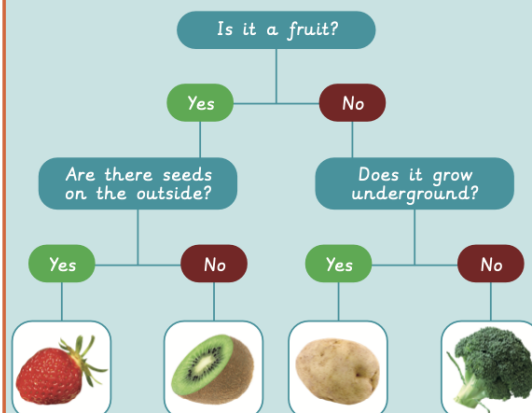
Data Handling: Introduction to data



Key Vocabulary

Branching database	Using a series of yes or no questions to categorise data or objects.
Categorise	Put into groups that have similar or the same properties.
Chart	Information displayed in a graph, table, tally or diagram.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Data	Information used for a specific purpose or investigation.
Information	Facts about a specific thing, person, place or other.
Label	Information attached to something to tell you about it.
Pictogram	A chart which uses pictures to represent items.
Record	To store information about something.
Sort	To arrange items by an order or into a category.
Table	A chart which stores data in columns and rows.
Text	Written or typed letters and words.

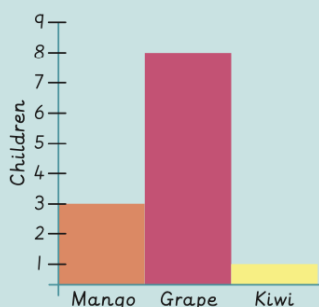
Branching database



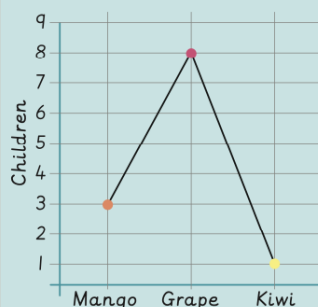
Tally chart



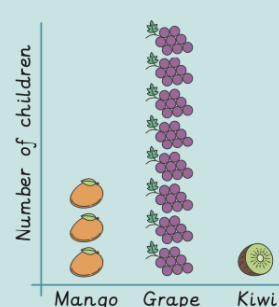
Bar graph



Line graph



Pictogram



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Prior Learning:

Reception - Data Handling: Introduction to data

