

**Corpus Christi Catholic Primary**  
**Year 1**  
**Computing Curriculum Overview**



	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Topic</b>	<b>Creating Media:</b> Digital Painting	<b>Programming A:</b> Moving a Robot	<b>Computer Systems and Networks:</b> Technology Around Us	<b>Data and Information:</b> Grouping Data	<b>Creating Media:</b> Digital Writing	<b>Programming B:</b> Programming Animations
<b>Skills to Develop</b>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</li> <li>Create and debug simple programs</li> <li>Use logical reasoning to predict the behaviour of simple programs</li> <li>Recognise common uses of information technology beyond school.</li> </ul>	<ul style="list-style-type: none"> <li>Recognise common uses of information technology beyond school</li> <li>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li> <li>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li> <li>Use technology safely and respectfully.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li> <li>Use technology safely and respectfully, keeping personal information private.</li> </ul>	<ul style="list-style-type: none"> <li>Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</li> <li>Create and debug simple programs</li> <li>Use logical reasoning to predict the behaviour of simple programs.</li> </ul>
<b>Key Learning/Sticky Knowledge</b>	<ul style="list-style-type: none"> <li>To make careful choices when painting a digital picture</li> <li>To use the shape tool and the line tool</li> <li>To use a computer on my own to paint a picture</li> <li>To explain why I chose the tools I used</li> <li>To compare painting a picture on a computer and on paper.</li> </ul>	<ul style="list-style-type: none"> <li>To explain what a given command will do</li> <li>To combine forwards and backwards to make a sequence</li> <li>To combine four direction commands to make sequence</li> <li>To plan a simple program To find more than one solution to a problem.</li> </ul>	<ul style="list-style-type: none"> <li>To identify technology</li> <li>To identify a computer and its main parts</li> <li>To use a mouse in different ways</li> <li>To use a keyboard to type on a computer and edit text</li> <li>To create rules for using technology responsibly.</li> </ul>	<ul style="list-style-type: none"> <li>To label objects</li> <li>To identify that objects can be counted</li> <li>To describe objects in different ways</li> <li>To count objects with the same properties</li> <li>To answer questions about groups of objects.</li> </ul>	<ul style="list-style-type: none"> <li>To use a computer to write</li> <li>To add and remove text on a computer</li> <li>To make careful choices when changing text</li> <li>To explain why I used the tools that I chose</li> <li>To compare typing on a computer to writing on paper.</li> </ul>	<ul style="list-style-type: none"> <li>To choose a command for a given purpose</li> <li>To show that a series of commands can be joined together</li> <li>To identify the effect of changing a value</li> <li>To explain that each sprite has its own instructions</li> <li>To use my algorithm to create a program.</li> </ul>

<b>Key Vocabulary</b>	Paint tools- fill, brush, shape, line, Undo, Save, Retrieve	Robot, Direction, Command, Sequence, Predict, Program, Run	Technology, Desktop, Laptop, Computer, Mouse, Trackpad, Login, Username, Password, Keyboard, Edit, Spacebar	Object, Label, Group, Data, Properties, Classify	Word processor, Keys, Space, Backspace, Caps Lock, Bold, Italic, Underline, Double click, Font, Undo	Sprite, Programming, Start block, Algorithm, Value, Programming area, Programming block, Animation
<b>Links to Previous Learning</b>						Y1 – Moving a Robot
<b>Cross Curricular Links</b>	Art - Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space Learn about the work of a range of artists, craft makers, and designers, describing the differences and similarities between different practices and disciplines and making links to their own work		Education for a Connected World - identify rules that help keep us safe and healthy in and beyond the home when using technology, know that the work I create belongs to me		English - Saying out loud what they are going to write about, Composing a sentence orally before writing it, Sequencing sentences to form short narratives, Re-reading what they have written to check that it makes sense	