Year 1 Computing Curriculum Map

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Systems and Networks – Technology around us	Creating Media – Digital painting	Programming A – moving Robot	Data information – Grouping Data	Creating Media – Digital Writing	Programming B – Programming animations
Lesson 1: To identify technology. • I can explain technology as something that helps us • I can locate examples of technology in the classroom • I can explain how these technology examples help us	**Lesson 1: To describe what different freehand tools do.** • I can draw lines on a screen and explain which tools I used • I can make marks on a screen and explain which tools I used • I can use the paint tools to draw a picture"	**Lesson 1: To explain what a given command will do.** • I can match a command to an outcome • I can predict the outcome of a command on a device • I can run a command on a device	**Lesson 1: To label objects.** • I can describe objects using label • I can identify the label for a group of objects • I can match objects to groups	**Lesson 1: To use a computer to write.** • I can identify and find keys on a keyboard • I can open a word processor • I can recognise keys on a keyboard	**Lesson 1: To choose a command for a given purpose.** • I can compare different programming tools • I can find which commands to move a sprite • I can use commands to move a sprite
Lesson 2: To identify a computer and its main parts. • I can name the main parts of a computer • I can switch on and log into a computer • I can use a mouse to click and drag	**Lesson 2: To use the shape tool and the line tools.** • I can make marks with the square and line tools • I can use the shape and line tools effectively • I can use the shape and line tools to recreate the work of an artist	**Lesson 2: To act out a given word.** • I can follow an instruction • I can give direction • I can recall words that can be acted out	**Lesson 2: To identify that objects can be counted.** • I can count a group of objects • I can count objects • I can group objects	**Lesson 2: To add and remove text on a computer.** • I can enter text into a computer • I can use backspace to remove text • I can use letter, number, and space keys	**Lesson 2: To show that a series of commands can be joined together** • I can run my program • I can use a Start block in a program • I can use more than one block by joining them together

Lesson 3: To use a mouse in different ways. • I can use a mouse to open a program. • I can click and drag to make objects on a screen • I can use a mouse to create pictures	**Lesson 3: To make careful choices when painting a digital picture.** • I can choose appropriate shapes • I can create a picture in the style of an artist • I can make appropriate colour choices	**Lesson 3: To combine forwards and backwards commands to make a sequence.** • I can compare forwards and backwards movements • I can predict the outcome of a sequence involving forwards and backwards commands • I can start a sequence from the same place	**Lesson 3: To describe objects in different ways.** • I can describe an object • I can describe a property of an object • I can find objects with similar properties	**Lesson 3: To identify that the look of text can be changed on a computer.** • I can explain what the keys that I have learnt about already do • I can identify the toolbar and use bold, italic, and underline • I can type capital letters	**Lesson 3: To identify the effect of changing a value.** • I can change the value • I can find blocks that have numbers • I can say what happens when I change a value
Lesson 4: To use a keyboard to type on a computer. • I can say what a keyboard is for • I can type my name on a computer • I can save my work to a file	**Lesson 4: To explain why I chose the tools I used.** • I can choose appropriate paint tools and colours to recreate the work of an artist • I can say which tools were helpful and why • I know that different paint tools do different jobs	**Lesson 4: To combine four direction commands to make sequences.** • I can compare left and right turns • I can experiment with turn and move commands to move a robot • I can predict the outcome of a sequence involving up to four commands	**Lesson 4: To count objects with the same properties.** • I can count how many objects share a property • I can group objects in more than one way • I can group similar objects	**Lesson 4: To make careful choices when changing text.** • I can change the font • I can select all of the text by clicking and dragging • I can select a word by double-clicking	**Lesson 4: To explain that each sprite has its own instructions.** • I can add blocks to each of my sprites • I can delete a sprite • I can show that a project can include more than one sprite
Lesson 5: To use the keyboard to edit text. • I can open my work from a file	**Lesson 5: To use a computer on my own to paint a picture** • I can change the colour and brush sizes	**Lesson 5: To plan a simple program.** • I can choose the order of	**Lesson 5: To compare groups of objects.** • I can choose how to group objects	**Lesson 5: To explain why I used the tools that I chose.** • I can decide if my changes have	**Lesson 5: To design the parts of a project.** • I can choose appropriate

• I can use the arrow keys to move the cursor • I can delete letters	• I can make dots of colour on the page • I can use dots of colour to create a picture in the style of an artist on my own	commands in a sequence • I can debug my program • I can explain what my program should do	• I can describe groups of objects • I can record how many objects are in a group	improved my writing • I can say what tool I used to change the text • I can use 'undo' to remove changes	artwork for my project • I can create an algorithm for each sprite • I can decide how each sprite will move
Lesson 6: To create rules for using technology responsibly. • I can identify rules to keep us safe and healthy when we are using technology in and beyond the home • I can give examples of some of these rules • I can discuss how we benefit from these rules	**Lesson 6: To compare painting a picture on a computer and on paper.** • I can explain that pictures can be made in lots of different ways • I can say whether I prefer painting using a computer or using paper • I can spot the differences between painting on a computer and on paper	**Lesson 6: To find more than one solution to a problem.** • I can identify several possible solutions • I can plan two programs • I can use two different programs to get to the same place	**Lesson 6: To compare groups of objects.** • I can compare groups of objects • I can decide how to group objects to answer a question • I can record and share what I have found	**Lesson 6: To compare typing on a computer to writing on paper.** • I can explain the differences between typing and writing • I can make changes to text on a computer • I can say why I prefer typing or writing	**Lesson 6: To use my algorithm to create a program.** • I can add programming blocks based on my algorithm • I can test the programs I have created • I can use sprites that match my design