



St Anthony's Catholic Primary School

Computing Curriculum

Year 1

Subject Cultural Capital = remembering steps needed to use hardware
Differentiation = please see the differentiation for the EXC EM & SEND (Please see SEND pupils IEPs when planning)
Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs
Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT
Literacy & Numeracy skills development = ICT vocabulary bank linked to the WALT & include numeracy skills where they are linked to the WALT in the weekly planning

Unit	Expectations WALTS	National Curriculum Programme of Study	Software	Hardware	Vocabulary
1.1 We are treasure hunters Solving problems using programmable toys	Pupils Learn: <ul style="list-style-type: none"> • That a programmable toy can be controlled by inputting a sequence of instructions. • To develop and record sequences of instructions as an algorithm. • To program the toy to follow their algorithm. • To debug programs. • To predict how their programs will work. 	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Recognise common uses of information technology beyond school.	No software Required for children. Teacher should have Beebot Emulator on whiteboard	BeeBots and BeeBot Mats Whiteboards and Pens.	algorithm debug instructions predict programming robot treasure

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1.2 We are TV chefs Filming the steps of a recipe	Pupils learn to: <ul style="list-style-type: none"> • Break down a process into simple, clear steps, as in an algorithm. • Use different features of a video camera. • Use a video camera to capture moving images. • Edit a video to include an audio commentary • Develop collaboration skills. • Discuss their work and think about how it could be improved. 	Understand what algorithms are Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	Camera Microsoft photos	Laptops/desktops with cameras and movie mode	algorithm clip edit film instructions recipe robot video camera
1.3 We are digital artists Creating work inspired by great artists	Pupils learn: <ul style="list-style-type: none"> • How to select and use brushes and colours • To create artwork in arrange of styles on ipads • To use the undo function if they make mistakes, and to encourage experimentation • To use multiple layers in their art • To transform layers • To paint on top of photographs 	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	Microsoft paint PaintZ for Chromebooks	Chromebooks Laptops/Desktops	Analogue Bitmap Digital Effect Layer Pixel Stylus transform undo zoom

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1.4 We are publishers Creating a multimedia eBook	Pupils learn to: <ul style="list-style-type: none"> • Plan a small multimedia eBook • Choose and import images • Record audio commentary • Add and format titles and other text • Think carefully about protecting their privacy • Respect other people’s copyright • Revise and improve their work 	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 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. Recognise common uses of information technology beyond school.	Microsoft Powerpoint Google slides	Chromebooks Laptops/Desktops	Audio Clipart Creative Commons eBook filter font images multimedia safe search speech synthesis voice dictation
1.5 We are rhythmic Creating sound patterns in scratch	Pupils learn to: <ul style="list-style-type: none"> • Record audio • Program sprites to playback recorded audio • Program scratch to create repeating rhythms using recorded audio • Create a repeating percussion pattern using a virtual drum machine • Experiment with a range of virtual instruments 	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. Understand what algorithms are	Scratch	Chromebooks Laptops/Desktops	Audio Digital Message Microphone MIDI Piano roll Repetition Sample Sequencer Speaker sprite Track Virtual

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1.6 We are detectives Using data to solve clues	Pupils learn: <ul style="list-style-type: none"> • How data can be structured as records with fields for information • How data can be organised into groups and subgroups • How data can be structured as a tree • How data can be organised as a table • How data in a table can be filtered and searched 	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. 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.	Microsoft Excel	Chromebooks Laptops/Desktops	Database Dataset Field Filter Form Leaf Record Sort Table Tree