



Year 1 Computing

Summer 1: We Are Rhythmic (Creating sound patterns in ScratchJr and GarageBand)

Session	National Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
<p>Subject Cultural Capital = Using & Applying computing knowledge to solve problems</p> <p>Differentiation = please see the differentiation for the EXC EM & SEND (Please see SEND pupils IEPs when planning)</p> <p>Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs</p> <p>Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT</p> <p>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</p>					
<p>On Line Safety: Pupils learn to use audio recorders or microphones and audio recording software safely and sensibly. If searching the web, pupils learn that safe search settings and web filters need to be in place. Pupils need to be aware of copyright material and show appropriate respect for the owners of intellectual property when using technology. They learn that digital music can be copied and the need to respect the rights of the owner of the work and the original creator when doing so.</p>					
1. Recording and playing back audio	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To record and playback audio in ScratchJr	Children are able to record sounds for a sprite on Scratch. Children can listen to and identify sounds/	Scratch Laptops/Desktops iPads	Audio Digital Record Microphone Speakers sprites
2. Programming sprites to play audio	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To program sprites in ScratchJr to playback recorded audio	Children can add and program sprites to play sound. Children can record appropriate animal sounds for several animal sprites.	Scratch Laptops/Desktops iPads	Audio Digital Record Microphone Speakers sprites

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3. Creating a program to playback audio on ScratchJr	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To use repetition in ScratchJr to play a pattern using recorded audio	Children can use the repeat block to have the sound play for the required number of times. Children are able to identify what the algorithm is by listening to the sounds.	Scratch Laptops/Desktops iPads	Audio Digital Record Microphone Speakers Sprites Playback Algorithm
4. Recording audio in GarageBand	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To record audio in GarageBand and experiment with audio effects	Children can create songs and select the 'fun' mode menu. Use the rhythmic structure of counting or a nursery rhyme.	Scratch Laptops/Desktops iPads GarageBand	Audio Digital Record Microphone Speakers
5. Creating a percussion pattern	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To create a repeating percussion pattern in GarageBand	Children can experiment on GarageBand, can select drums and beat mode. Children can create patterns and change the tempo.	Scratch Laptops/Desktops iPads	Audio Digital Record Microphone Speakers sequencer
6. Experimenting with instruments	Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	To experiment with playing some of GarageBand's built-in instruments	Children can compose a simple tune using a digital keyboard. Children can listen to and give feedback on recordings.	Scratch Laptops/Desktops iPads	Audio Digital Record Microphone Speakers Sequencer Track virtual