Computing – Year 1 Overview

Year 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	Computing systems and networks – Technology around us Lesson 1: LO: To identify technology. KS1: NC Aims 4, 5, 6	Computing systems and networks – Technology around us Lesson 2: LO: To identify a computer and its main parts. KS1: NC Aims 4, 5, 6	Computing systems and networks – Technology around us Lesson 3: LO: To use a mouse in different ways. KS1: NC Aims 4, 5, 6	Computing systems and networks – Technology around us Lesson 4: LO: To use a keyboard to type on a computer. KS1: NC Aims 4, 5, 6	Computing systems and networks – Technology around us Lesson 5: LO: To use the keyboard to edit text. KS1: NC Aims 4, 5, 6	Computing systems and networks – Technology around us Lesson 6: LO: To create rules for using technology responsibly. KS1: NC Aims 4, 5, 6
Term 2	Creating media – Digital Painting Lesson 1: LO: To describe what different freehand tools do. KS1: NC Aims 4	Creating media – Digital Painting Lesson 2: LO: To use the shape tool and the line tools. KS1: NC Aims 4	Creating media – Digital Painting Lesson 3: LO: To make careful choices when painting a digital picture. KS1: NC Aims 4	Creating media – Digital Painting Lesson 4: LO: To explain why I chose the tools I used. KS1: NC Aims 4	Creating media – Digital Painting Lesson 5: LO: To use a computer on my own to paint a picture. KS1: NC Aims 4	Creating media – Digital Painting Lesson 6: LO: To compare painting a picture on a computer and on paper. KS1: NC Aims 4

Term 3	Programming A – Moving a robot Lesson 1: LO: To explain what a given command will do. KS1: NC Aims 1, 2, 3, 5	Programming A – Moving a robot Lesson 2: LO: To act out a given Word. KS1: NC Aims 1, 2, 3, 5	Programming A – Moving a robot Lesson 3: LO: To combine forwards and backwards commands to make a sequence. KS1: NC Aims 1, 2, 3, 5	Programming A – Moving a robot Lesson 4: LO: To combine four direction commands to make sequences. KS1: NC Aims 1, 2, 3, 5	Programming A – Moving a robot Lesson 5: LO: To plan a simple program. KS1: NC Aims 1, 2, 3, 5	Programming A – Moving a robot Lesson 6: LO: To find more than one solution to a problem. KS1: NC Aims 1, 2, 3, 5
Term 4	Data and information – Grouping data Lesson 1: LO: To label objects. KS1: NC Aims 4, 6	Data and information – Grouping data Lesson 2: LO: To identify that objects can be counted. KS1: NC Aims 4, 6	Data and information – Grouping data Lesson 3: LO: To describe objects in different ways. KS1: NC Aims 4, 6	Data and information – Grouping data Lesson 4: LO: To count objects with the same properties. KS1: NC Aims 4, 6	Data and information – Grouping data Lesson 5: LO: To compare groups of objects. KS1: NC Aims 4, 6	Data and information – Grouping data Lesson 6: LO: To answer questions about groups of objects. KS1: NC Aims 4, 6
Term 5	Creating media – Digital Writing Lesson 1: LO: To use a computer to write.	Creating media – Digital Writing Lesson 2: LO: To add and remove text on a computer. KS1: NC Aims 4, 6	Creating media – Digital Writing Lesson 3: LO: To identify that the look of text can be changed on a computer. KS1: NC Aims 4, 6	Creating media – Digital Writing Lesson 4: LO: To make careful choices when changing text. KS1: NC Aims 4, 6	Creating media – Digital Writing Lesson 5: LO: To explain why I used the tools that I chose.	Creating media – Digital Writing Lesson 6: LO: To compare typing on

					KS1: NC Aims 4, 6	a computer to writing on paper. KS1: NC Aims 4, 6
Term 6	Programming B - Programming animations Lesson 1: LO: To choose a command for a given purpose. KS1: NC Aims 1, 2, 3, 4	Programming B - Programming animations Lesson 2: LO: To show that a series of commands can be joined together. KS1: NC Aims 1, 2, 3, 4	Programming B - Programming animations Lesson 3: LO: To identify the effect of changing a value. KS1: NC Aims 1, 2, 3, 4	Programming B - Programming animations Lesson 4: LO: To explain that each sprite has its own instructions. KS1: NC Aims 1, 2, 3, 4	Programming B - Programming animations Lesson 5: LO: To design the parts of a project. KS1: NC Aims 1, 2, 3, 4	Programming B - Programming animations Lesson 6: LO: To use my algorithm to create a program. KS1: NC Aims 1, 2, 3, 4