Year 1

Computing and Digital Skills

Islington Computing

	Apps:	Web Resources:	LGfL resources:	Digital devices:
Computer Science </>	Scratch Jr Bee-Bots Daisy the Dinosaur Kodable	Code for Life Code.org PurpleMash 2Code (subscription) Barefoot	J2e PB Bear Busy Things JiT 'Turtle'	Bee-Bot (Blue) Pro-Bot Code-a-pillar Roamer
Digital Literacy @	Safari Chrome	Switched On Online Safety Thinkuknow (Hector's World) BBC KS1 Computing Safe Web Search	US Online	Laptops Desktops iPad Tablets
Information Technology	Hairy Letters Jolly Phonics Tiny Tap J2Launch iMovie Green Screen by DoInk (subscription) GarageBand Book Creator (subscription)	Dance Mat typing (BBC) 2Simple 2Type PurpleMash Brown Bear typing Primary Games Arena Book Creator	JiT Write, Pictogram Picture Book Maker Busy Things J2Webby	Digital camera iPad Tablets Microphones Sound buttons

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</> Computer Science

National Curriculum

Unplugged:

- Understand what algorithms are
- Understand that algorithms are implemented as programs on digital devices

Coding/Programming:

- Understand that programs execute by following precise and unambiguous instructions
- Create simple programs
- Debug simple programs
- Use logical reasoning to predict the behaviour of own programs

Key Skills/Objectives

- I can physically follow instructions
- I can give others instructions to move around
- I can predict outcomes from sequences
- I can begin to identify an algorithm to achieve a specific purpose
- I can create an algorithm to execute a program on a digital device
- I am beginning to predict what will happen for a short sequence of instructions in a program
- I am beginning to use software to create movement and patterns on a screen
- I can use Computer Science vocabulary accurately

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Supporting Units of Work

Islington:

- Unit 1- Programming using devices (Bee-Bots)
- Unit 2 - Programming with On-Screen Turtles from LGFL

Barefoot:

- Bee-Bot Tinkering
- Bee-Bot Basics/SEND Beebot Basics
- Bee-Bot Programming
- Crazy Character Algorithm
- Bee-bot Route Decomposition
- Creating Patterns Activity
- Sorting Objects Activity

Examples of Cross Curricular Links

- ✓ Take a learning walk around school and capture devices that can be controlled
- ✓ Link to English work on instructional texts e.g. create algorithms for getting dressed; predict outcomes from picture/symbol sequences
- ✓ Use modes of transport on a map to explore routes
- ✓ Use a digital device (eg Bee-Bot/Fakebot) as part of a story journey
- ✓ Use JIT turtle control activities to retell stories
- ✓ Use apps such as Bee-Bot and Kodable to test and reinforce knowledge
- ✓ Use Scratch Jr to create a simple animation

Islington Computing @ Digital Literacy

National Curriculum

- 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

Key Skills/Objectives

- I can access a website and navigate around it
- I can recognise how I use technology in my home and at school
- I am beginning to evaluate web sites by giving opinions
- I know strategies if I see something inappropriate on a website and/or digital device
- I understand that passwords should be kept private
- I know that online communication is not always true
- I own my work by adding my name and data
- I respect the work of others stored on a shared drive (online)
- I can publish my work online

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Switched On Online Safety:

- ✓ Unit 1.1 - We are Year 1 rule writers
- ✓ Unit 1.2 – We are kind and thoughtful
- ✓ Unit 1.3 – We are responsible internet and device users
- ✓ Unit 1.4 – We are information protectors
- ✓ Unit 1.5 – We are good digital citizens
- ✓ Unit 1.6 – We are responsible gamers

SWITCHED ON Online Safety

Examples of Cross Curricular Links

- ✓ Compare two websites as a class using and identify which gives us most useful information
- ✓ Sort and compare technologies from around the home – Venn or Carroll diagram
- ✓ Begin to comment on peers work

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Information Technology

National Curriculum

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school

Remember to:

- **give pupils opportunities to publish their written work digitally**
- **provide sharing opportunities across the wider community**
- **share tips with parents/carers**

Key Skills/Objectives

- I can create audio using digital instruments and recordings
- I can create/edit an image using a range of 'tools' both on and offline
- I can use a keyboard effectively
- I can use a word bank for help and use online spelling tools
- I can add text to photographs and pictures
- I am beginning to explain reasons why I have made choices to a teacher or talk partner
- I can save my work to the appropriate location
- I am beginning to retrieve my work
- I can print work and pictures
- I can make a pictogram and understand what it shows
- I understand that technology can help to create and edit a range of document styles

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Examples of Cross Curricular Links

- ✓ Use audio tools to retell a story
- ✓ Use a recording device to reflect on own/peers work
- ✓ Combine images/video/audio to create e-books
- ✓ Use paint packages to create patterns linked to Maths or RE (Rangoli etc.)

Examples of Cross Curricular Links

- ✓ Label pictures/diagrams for a science experiment
- ✓ Create an online presentation
- ✓ Create pictograms (eg Favourite toys) using JiT and then blog results
- ✓ Sort and compare images or data from around the home/school – Venn or Carroll diagram