



Computing Medium Term Plan

Year 1 Computing	Autumn	Spring	Summer
Unit of work	Mouse and keyboard skills Digital Art	3D design Text and images Comic creation	Music creation Introducing programming
Link to NC programme of study	Use technology purposefully to create, organise and manipulate digital content.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Create a rhythm using a pattern of beats. Create digital sounds using patterns and shapes. Create a simple melody using patterns and adjust tempo. 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.
What we need to know	To know how to use technology purposefully to create, organise, store, manipulate and retrieve digital content.	To know how to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about	To know what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

	To recognise common uses of information technology beyond school.	content or contact on the internet or other online technologies.	To know how to create and debug simple programs. To know how to use logical reasoning to predict the behaviour of simple programs
Vocabulary	Log in, username, password, log out, my work, avatar, notification, topics, tools, save	Direction, challenge, arrow, undo, rewind, forward, backwards, right, turn, left turn, debug, instruction, algorithm.	Sort, criteria, Pictogram, data, collate, instruction, algorithm, computer, program, debug
Disciplinary Knowledge	<p>Move the mouse or trackpad and left click to select an object.</p> <p>Drag and drop with mouse or trackpad to move objects around the screen.</p> <p>Find letters or numbers on keyboard.</p> <p>Begin touch typing with home row keys.</p> <p>Change the colour of individual pixels to accurately re-create basic artwork.</p> <p>Make changes where required.</p> <p>Change the colour of individual pixels to accurately re-create detailed artwork.</p> <p>Use zoom controls to help fill small shapes.</p>	<p>Change the colour and pattern of elements.</p> <p>Position and rotate objects on a design.</p> <p>Position objects in relation to each other.</p> <p>Resize, rotate, flip and arrange objects behind/in front of each other.</p> <p>Change the background colour of a page.</p> <p>Add, resize and position images (pictures) on a page.</p> <p>Type and position text on a page, if possible using capital letters and punctuation.</p> <p>Label pictures with text.</p> <p>Use word-banks for writing sentences about pictures.</p>	<p>Add, resize and organise colour or picture backgrounds.</p> <p>Add, resize, organise characters/objects to different panels.</p> <p>Add narration using text and direct speech using speech bubbles.</p> <p>Save comic with name and title.</p> <p>Add audio recordings.</p> <p>Place instructions into the correct order (sequence) to make something work.</p> <p>Use direction arrows to move an on-screen object (character/sprite) to achieve an objective.</p> <p>Predict a route and sequence direction</p>

		<p>Add, resize and organise colour or picture backgrounds.</p> <p>Add, resize, organise characters/objects to different panels.</p> <p>Add narration using text and direct speech using speech bubbles.</p> <p>Save comic with name and title.</p> <p>Add audio recordings.</p>	<p>commands (algorithm) to achieve an objective.</p> <p>Correct the errors if necessary (debug).</p> <p>Predict a route and sequence distance commands to program an on-screen object to achieve an objective.</p> <p>Predict and sequence movement and pen commands to program the drawing of different 2D shapes.</p> <p>Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.</p>
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