Year 1 Computing Overview

	Curriculum aspect being covered
	Learning Objectives
	Possible activity that can be used

Lesson 1	Online Safety lesson 1 **Internet Safety** I can talk about how to keep myself safe on the internet.
Lesson 2	Online Safety lesson 2 **Personal Information** I know what to do when asked for personal information
Lesson 3	Online Safety lesson 3 **Rules for Using the Internet** I can follow the Internet safety rules
Lesson 4	Online Safety lesson 4 **Create a story about being safe on the internet** I can create a story about being safe on the Internet.
Lesson 5	Online Safety lesson 5 **Behaviours** I can talk about how my behaviour affects others
Lesson 6	Online Safety lesson 6 **Internet safety** I can sing about keeping safe on the Internet. (SID's Song)
Lesson 7	**Knowledge of a keyboard**
Lesson 8	**Programming Coding and Controlling Devices (Computer Science)** Begin to understand that you need instructions to solve control problems e.g. to move a device from one place to another. These instructions form an **algorithm**, used to solve specific problems e.g. entered as sequences in a **programmable device** such as a BeeBot Children investigate a variety of programmable toys and how different buttons work.
Lesson 9	**Programming Coding and Controlling Devices (Computer Science)** Understand that **programs** are executed by following precise and unambiguous instructions, known as a **code**. Children make sequences of commands using themselves or a BeeBot; by using a map or chart, more complex sequences can be investigated
Lesson 10	**Programming Coding and Controlling Devices (Computer Science)** Begin to understand that simple **programs** or **codes** can be created and then the code can be **debugged** or edited if necessary. Children move an onscreen sprite around a course

Lesson 11	**Digital Explorations (Digital Literacy and Computer Science)** Explore and share information from a variety of sources (including digital resources) Children explore a given internet page to find out information about toys from the past
Lesson 12	**Digital Explorations (Digital Literacy and Computer Science)** Explore and share information from a variety of sources (including digital resources) • Find information in relation to a topic in both the library and on the internet
Lesson 13	**Communicating and Collaborating (Digital Literacy)** Use passwords to access online resources and keep them private Know that there are rules to keep them safe when accessing content online
Lesson 14	**Communicating and Collaborating (Digital Literacy)** Know messages can be sent electronically Know that there are rules to keep them safe when accessing content online
Lesson 15	**Communicating and Collaborating (Digital Literacy)** Show awareness that information online can be seen by others Know that there are rules to keep them safe when accessing content online • Creating a class blog
Lesson 16	**Multimedia (Information Technology)** Add text to graphics and use sound to communicate ideas Children photograph play or PE and they add a caption or voice recording
Lesson 17	**Multimedia (Information Technology)** Add text to graphics and use sound to communicate ideas Children use a paint package to create a picture and annotate (e.g. Aboriginal art, labelling parts of a plant, body part labels, routes to school, plan a playground or classroom)
Lesson 18	**Multimedia (Information Technology)** Add text to graphics and use sound to communicate ideas Children sequence images for narrative or non-narrative writing (e.g. school incident, a route to school, life cycles, simple timeline)
Lesson 19	**Digital Imagery (Information Technology)** Using a variety of tools to create and manipulate an image (picture) Know they can use devices to capture and video images Use digital images and art packages to investigate the work of other artists
Lesson 20	**Digital Imagery (Information Technology)** Using a variety of tools to create and manipulate an image (picture) Know they can use devices to capture and video images Use an art package to explore techniques (e.g. patterning, tiling, stamping)

Lesson 21	**Digital Imagery (Information Technology)** Using a variety of tools to create and manipulate an image (picture) Know they can use devices to capture and video images Children design wrapping paper for Christmas or DT project.
Lesson 22	**Music and Sound (Information Technology)** Know they can record sound using ICT that can be stored and played back. Locate, listen to, play and begin to record sounds Use software to change the musical phases they create Use sound recording devices to record sounds around the school and identify them.
Lesson 23	**Music and Sound (Information Technology)** Know they can record sound using ICT that can be stored and played back. Locate, listen to, play and begin to record sounds Use software to change the musical phases they create Use sound buttons in a program to hear sounds and link them to pictures
Lesson 24	**Music and Sound (Information Technology)** Know they can record sound using ICT that can be stored and played back. Locate, listen to, play and begin to record sounds Use software to change the musical phases they create Compose a simple musical phase to link with another curriculum area
Lesson 25	**Music and Sound (Information Technology)** Know they can record sound using ICT that can be stored and played back. Locate, listen to, play and begin to record sounds Use software to change the musical phases they create Children record their talk while in role as a topic-based or story character
Lesson 26	**Data Handling – Collecting, Analysing, Evaluating and Presenting Data (Information Technology)** Begin to understand that you can use software to represent data and information on screen. Understand that tools can be used to sort and illustrate the data in different ways. By selecting appropriate tools they can create a graph or chart to answer questions. Begin to understand they need to use a password to access different things on the computer, tablet or online. Table top activities with read objects sorted into hoops using a variety of criteria (colour, hard/soft, metal/non-metal, size etc)

Lesson 27	**Data Handling – Collecting, Analysing, Evaluating and Presenting Data (Information Technology)** Begin to understand that you can use software to represent data and information on screen. Understand that tools can be used to sort and illustrate the data in different ways. By selecting appropriate tools they can create a graph or chart to answer questions. Begin to understand they need to use a password to access different things on the computer, tablet or online. Children interpret a pictogram showing the types of houses people live in.
Lesson 28	**Data Handling – Collecting, Analysing, Evaluating and Presenting Data (Information Technology)** Begin to understand that you can use software to represent data and information on screen. Understand that tools can be used to sort and illustrate the data in different ways. By selecting appropriate tools they can create a graph or chart to answer questions. Begin to understand they need to use a password to access different things on the computer, tablet or online. Children use ICT to sort objects according into living and not living.
Lesson 29	**Data Handling – Collecting, Analysing, Evaluating and Presenting Data (Information Technology)** Begin to understand that you can use software to represent data and information on screen. Understand that tools can be used to sort and illustrate the data in different ways. By selecting appropriate tools they can create a graph or chart to answer questions. Begin to understand they need to use a password to access different things on the computer, tablet or online. Children talk about images of old and new toys sorting them on the screen.
Lesson 30	**Music and Sound (Information Technology)** Know they can record sound using ICT that can be stored and played back. Locate, listen to, play and begin to record sounds Use software to change the musical phases they create Use sound recordings and pictures to create an end of year book.