



Computing Progression of Skills

Year 1



Year 1 National Curriculum Objectives for Computing: Children will be taught to:

Online Safety (1.1)

- Log in safely and understand why that is important.
- Create an avatar and to understand what this is and how it is used.
- Create a picture and add their own name to it.
- Start to understand the idea of 'ownership' of creative work.
- Save work to the 'My Work' area and understand that this is private space.
- Learn how to find saved work in the 'Online Work area'.
- Learn about what the teacher has access to in Purple Mash.
- Learn how to see messages left by the teacher on their work.
- Learn how to search Purple Mash to find resources.
- Become familiar with the types of resources available in the Topics section.
- Become more familiar with the icons used in the resources in the Topics section.
- Start to add pictures and text to work.
- Explore the Tools area of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New.
- Explore the Games area on Purple Mash.
- Understand the importance of logging out when they have finished.

Maze Explorers (1.5)

- Understand the functionality of the basic direction keys in Challenges 1 and 2.
- Use the direction keys to complete the challenges successfully.
- Understand the functionality of the basic direction keys in Challenges 3 and 4.
- Understand how to create and debug a set of instructions (algorithm).
- Use the additional direction keys as part of their algorithm.
- Understand how to change and extend the algorithm list.
- Create a longer algorithm for an activity

Grouping and Sorting (1.2)

- Sort items using a range of criteria.
- Sort items on the computer using the 'Grouping' activities in Purple Mash.

Animated Story Books (1.6)

- Understand the differences between traditional books and ebooks.
- Explore the tools of 2Create a Story's My Simple Story level.
- Save the page they have created.
- Add animation to a picture.
- Play the pages created so far.
- Save the additional changes and overwrite the file
- Add a sound effect to a picture.
- Add a voice recording to the picture
- Add created music to the picture.
- Add a background to the story.
- Demonstrate a good understanding of all the tools they have used in 2Create a Story and use these successfully to create their own story.
- Use the copy and paste feature to create additional pages.
- Continue and complete an animated story.
- Create a class display board of the story books created by the class.

Coding (1.7)

- Understand what instructions are.
- Predict what will happen when instructions are followed.
- Understand that computer programs work by following instructions called code
- Use code to make a computer program.
- Understand what objects and actions are.
- Understand what an event is
- Use an event to control an object.
- Understand what an event is.
- Begin to understand how code executes when a program is run.
- Understand what backgrounds and objects are.
- Understand how to use the scale property
- Plan and make a computer program.

<p><u>Pictograms (1.3)</u></p> <ul style="list-style-type: none"> • Understand that data can be represented in picture format. • Contribute to a class pictogram. • Use a pictogram to record the results of an experiment. 	<p><u>Spreadsheets (1.8)</u></p> <ul style="list-style-type: none"> • Understand what a spreadsheet looks like. • Navigate around a spread sheet and enter data. • Learn new vocabulary related to spreadsheets. • Add clipart images to a spreadsheet. • Use the 'move cell' and 'lock' tools. • Use the 'speak' and 'count' tools in 2Calculate to count items.
<p><u>Lego Builders (1.4)</u></p> <ul style="list-style-type: none"> • Emphasise the importance of following instructions • Follow and create simple instructions on the computer. • Consider how the order of instructions affects the result. 	<p><u>Technology Outside School (1.9)</u></p> <ul style="list-style-type: none"> • Find and understand examples of where technology is used in the local community • Record examples of technology outside school.
<p><u>Notes</u></p>	
<p><u>Children working below objectives listed above</u></p>	<p><u>Children who are working above objectives listed above</u></p>