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| **Computing Overview Year 1** | | | | | |
| **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| Technology around us   1. To identify technology. 2. To identify a computer and its main parts. 3. To use a mouse in different ways. 4. To use a keyboard to type on a computer. 5. To use a keyboard to edit text. 6. To create rules for using technology responsibly. | Digital painting   1. To describe what different freehand tools do. 2. To use the shape tool and the line tool. 3. To make careful choices when painting a digital picture. 4. To explain why I chose the tools I used. 5. To use a computer on my own to paint a picture. 6. To compare painting a picture on a computer and on paper. | Moving a robot   1. To explain what a given command will do. 2. To act out a given word. 3. To combine forwards and backwards commands to make a sequence. 4. To combine four direction commands to make sequences. 5. To plan a simple program. 6. To find more than one solution to a problem. | Grouping data   1. To label objects. 2. To identify that objects can be counted. 3. To describe objects in different ways. 4. To count objects with the same properties. 5. To compare groups of objects. 6. To answer questions about groups of objects. | Digital writing   1. To use a computer to write. 2. To add and remove text on a computer. 3. To identify that the look of text can be changed on a computer. 4. To make careful choices when changing text. 5. To explain why I chose the tools that I chose. 6. To compare typing on a computer to writing on paper. | Programming animations   1. To choose a command for a given purpose. 2. To show that a series of commands can be joined together. 3. To identify the effect of changing a value. 4. To explain that each sprite has its own instructions. 5. To design the parts of a project. 6. To use my algorithm to create a program. |