



Computing Subject Map - Y1

Autumn 1					
Project title: CHILDHOOD					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Login to a computer.	Basic computing skills	Locate Y and the number1 key on the keyboard. Understand this needs to be done twice: Username and Password.	New Learning	Growth
2	Login to a computer successfully.	Basic computer skills.	Accurately locate Y and the number1 key on the keyboard. Understand this needs to be done twice: Username and Password.	New learning	Growth
3	Use a mouse to access programs.	Begin to access programs on a computer	Understand which side of the mouse is the left side. Know that you have to click an icon twice, quickly.	New Learning	Growth Investigation
4	Login to Purple Mash	I can find the correct keys on a keyboard. I can login to my Purple Mash area.	Open the Purple Mash program and know where to navigate to login. Find my class, then my name. I can click on the animals to enter my password.	New learning	Growth Change Investigation
5	Login to Purple Mash	I can find the correct keys on a keyboard. I can login to my Purple Mash area.	Open the Purple Mash program and know where to navigate to login. Find my class, then my name. I can click on the animals to enter my password.	New learning	Growth Change Investigation
6	Create an avatar	I can access my avatar. I can create my avatar. I can edit my avatar.	Locate the avatar on my Purple Mash account. Decide how I want to be represented and edit as I would like to be seen.	New learning	Growth Change Investigation



Computing Subject Map - Y1

Autumn 2					
Project title: CHILDHOOD					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Access 'Autumn' activities by using 'search' on Purple Mash.	I can type 'Autumn' into the search bar I can discuss how nature changes in Autumn. I can find Autumn activities and complete some of them.	Find search bar and type in 'Autumn'. Use previous knowledge gained to complete the activities.	Know how to access the program.	Growth Investigation
2	Understand why we take part in Remembrance Day#.	I know why we take part in Remembrance Day. I can complete Remembrance Day activities.	Know how to access the Remembrance Day area on Purple Mash. Complete some of the activities	Access an area of Purple Mash.	Growth Investigation
3	Complete activities connected to Children In Need.	I know why we take part in Children In Need Day. I can complete activities linked to Children In Need Day.	Access the Children In Need area of Purple Mash. Complete linked activities.	Access an area of Purple Mash	Growth Investigation
4	Test our ability to use a mouse accurately.	I can use a mouse accurately I can play a game where I can show my skill when using a mouse.	Children can assess themselves on how to use a mouse by playing the Mouse Finder and Faster Mouse Finder games on Purple Mash.	Children can be assessed on how accurate they are when using a mouse.	Growth Investigation
5	Improve our knowledge of the keyboard	I can find all of the letters in the alphabet on a keyboard.	Children can find given letters of the alphabet. Start with a few letters, such as letters that are commonly used.	Children improve their keyboard skills.	Growth
6	Continue to improve our keyboard skills.	I can put spaces between words in my typed work.	Children continue to find letters of the alphabet and can put spaces between them.	Children build on their keyboard skills.	Growth



Computing Subject Map - Y1

Spring Term 1					
Project title: Bright Lights, Big City					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Select chosen colours and mark purposefully.	I can select colours when drawing on a computer.	Children will start to use the painting tools on Purple Mash to create their own work.	Children can draw a picture linked to their project.	Growth
2	Choose tools to experiment with.	I can try different tools that I can draw with.	Children will begin to choose appropriate tools to draw with.	Children can draw a more detailed picture to accompany their project.	Growth
3	Login safely and understand why it is important.	I can login to Purple Mash using my own Login.	Children can begin to understand the need for passwords.	Children can begin to understand what Online Safety is.	Growth
4	Create an avatar and understand what it is.	I can create an avatar to represent me.	Children begin to understand why we use avatars instead of our own images when online.	Children continue to learn about the need to stay safe when online.	Growth
5	Save work to the My Work area and understand this is private space.	I can save work into the My Work area.	Children begin to understand that the My Work area is a private space.	Children continue to learn about the need to stay safe when online.	Growth
6	Find saved work in the My Work area.	I can find my saved work in the My Work area.	Children begin to understand that work that has been saved on a computer can be retrieved.	Children continue to learn about the need to stay safe when online.	Growth
SAFER INTERNET DAY LESSON – USE SAFER INTERNET DAY WEBSITE FOR RESOURCES					



Computing Subject Map - Y1

Spring Term 2					
Project title: Bright Lights, Big City					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Understand what instructions are. Understand that computer program instructions are called 'Code'.	I can give and follow instructions. I can arrange code blocks to create a set of instructions.	Children can use the 'Chimp' section of 2Code to create an instruction.	Children can understand and use instructions.	Growth Investigation
2	Use code to understand what objects and actions are. Begin to understand what an algorithm is.	I can create a program using code blocks. I can use object and action blocks.	Children can use objects and actions to create a computer program. Introduce the word algorithm.	Children can understand what objects and actions are.	Growth
3	Understand what an event is.	I can create a simple program using event, object and action code blocks.	Children can use events to control objects onscreen.	Children begin to understand what an event is.	Growth
4	Begin to understand how code executes when a program is run.	I can understand what an event is. I can begin to understand how code executes when a program is run.	Children can notice when their code executes when their program is run.	Children can begin to notice when code executes when a program is run.	Growth
5	Understand what backgrounds and objects are.	I can edit a scene by adding, deleting and moving objects. I can change the size of objects.	Children can create a scene using backgrounds and objects placed where they want them.	Children begin to understand how to use objects to add to a scene.	Growth Investigation
6	Improve our games by adding and changing code.	I can change my code to improve my program.	Children can improve on and add to a saved program that they have made.	Children can begin to understand that saved work can be changed and improved.	Growth Investigation



Computing Subject Map - Y1

Summer 1					
Project title: School Days					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Find examples of where technology is used in the local community.	I can understand what is meant by 'technology'. I can consider types of technology used in school and out of school.	Children can discuss different types of technology both in and out of school. Children can colour pictures that are available on PM (Technology)	Children begin to understand that devices they use in everyday life are technology.	Growth Investigation
2	Record examples of technology outside of school.	I can record 4 examples of where technology is used away from school.	Children think about technology that they encounter at home.	Children can begin to understand how technology can change our lives.	Growth Investigation.
3	Create a poster to show different types of technology.	I can use my knowledge of technology to create a poster.	Children can use PM to create a poster to show different types of technology they encounter.	Children can consolidate their knowledge of technology.	Growth
4	Show what we have learnt about technology in the community.	I can complete a quiz to show what I have learnt.	Children can complete the PM Unit 1.9 Quiz to show what they have learnt.	Children can assess themselves.	Investigation
5	Sort items away from the computer using a range of criteria.	I can sort various items offline using a range of criteria.	Children can sort different items using their own criteria.	Children can think about how they wish to sort their items.	Investigation
6	Sort items on the computer using the 'Grouping' activities in PM,	I can used PM activities to sort various items online using a variety of criteria.	Children can begin to understand how a computer program can help them to sort items online.	Children understand that they can sort items in different ways.	Investigation Growth



Computing Subject Map - Y1

Summer 2					
Project title: School Days					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Understand the differences between traditional books and e-books.	I know the difference between a traditional book and an e-book. I can create a picture on a page. I can add text to my page.	Children can explore the tools of 2Create a Story's My Simple Story level. The children can save the work they have created.	The children can use the tools they have looked at previously. They can save their work in their My Work area.	Growth
2	Add animation to a picture and play the pages created so far.	I can open previously saved work. I can add an animation to my page. I can play the pages created.	Children can use the animation tools to start to create a more interesting story.	The children can retrieve work saved previously and add to and improve it by adding animations.	Growth
3	Add sound effects to a picture/story	I can add sound to my pages.	Children can use the various sound tools to add appropriate sounds to their work	The children can improve the work that they have saved by adding sound effects.	Growth
4.	Add music to a picture/story.	I can create music for the pages of my story.	Children can use the record music area of 2Create a Story to add music they have created.	The children can continue to improve their stories by adding music they have created.	Growth
5	Add a background to a story using all of the tools they have used previously.	I can add a background to a page. I can use the My Story mode. I can change the font style and size if required.	Children can use the additional tools on the My Story mode of 2Create a Story.	The children can create a new story using the My Story mode.	Growth Investigation



Computing Subject Map - Y1

6	Use the Copy and Paste feature to create additional pages.	I can use copy and paste feature to add more pages to my animated story.	Children can begin to learn how to copy and paste work in order to save them time.	Children can create an animated story using all of the tools as appropriate.	Growth
---	--	--	--	--	--------