

YEAR 1 CURRICULUM MAP

1	Autumn		Spring		Summer	
	Typing Focus Logging on/Shutting Down	Online Safety Tech Outside School	Grouping Pictograms	Lego Builders Maze Explorers	Coding	Animated Story Books
Key Learning	<ul style="list-style-type: none"> • To log in safely. • To learn how to find saved work in the Online Work area and find teacher comments. • To learn how to search Purple Mash to find resources. • To become familiar with the icons and types of resources available in the Topics section. • To start to add pictures and text to work. • To explore the Tools and Games section of Purple Mash. • To learn how to open, save and print. • To understand the importance of logging out. 	<ul style="list-style-type: none"> • To walk around the local community and find examples of where technology is used. • To record examples of technology outside school. • What is a password and why must I keep it safe. 	<ul style="list-style-type: none"> • To sort items using a range of criteria. • To begin to think logically about the steps of a process. • To sort items on the computer using the 'Grouping' activities in Purple Mash. • To introduce the term 'algorithm' to describe logically following a process. • To understand that data can be represented in picture format. • To contribute to a class pictogram. • To use a pictogram to record the results of an experiment. 	<ul style="list-style-type: none"> • To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. • To follow and create simple instructions on the computer. • To consider how the order of instructions affects the result. • To understand the functionality of the direction keys. • To understand how to create and debug a set of instructions (algorithm). • To use the additional direction keys as part of an algorithm. • To understand how to change and extend the algorithm list. • To create a longer algorithm for an activity. • To set challenges for peers. • To access peer challenges set by the teacher as 2Dos. 	<ul style="list-style-type: none"> • To understand what instructions are and predict what might happen when they are followed. • To use code to make a computer program. • To understand what object and actions are. • To understand what an event is. • To use an event to control an object. • To begin to understand how code executes when a program is run. • To understand what backgrounds and objects are. • To plan and make a computer program. 	<ul style="list-style-type: none"> • To introduce e-books and the 2Create a Story tool. • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a class display board.

Touch Type Focus	Home Row Keys To understand where the home keys are found on a keyboard and why they are important.	Bottom Row Keys To be able to identify keys on the bottom row of a keyboard. • To be able to use the correct fingers when selecting keys on the bottom row of a keyboard.	Top Row Keys To be able to identify keys on the top row of a keyboard. • To be able to use the correct fingers when selecting keys on the top row of a keyboard.	Left Keys To understand which keys on a keyboard are used with the left hand.	Right Keys To understand which keys on a keyboard are used with the right hand.	Space Bar To be able to use the space bar on a keyboard
Vocabulary	Alert, avatar, button, device, file name, icon, log in, log out, menu, notification, my work area, private, password	Computer, technology	Criteria, groups, sort, algorithm Collect data, compare, data, pictogram, record results, title	Algorithm, code computer, debugging, instructions, program Algorithm, challenge, command, direction, instruction, left and right, route, undo, unit	Action, algorithm, background, code, coding, command, debug/debugging, event, execute, instruction object, output, plan, programmer, properties, run	Animation, background, clip-art gallery, e-book, edit, font, sound, sound effect, text
Skills	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> ♣ 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 ♣ use logical reasoning to predict the behaviour of simple programs ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content ♣ recognise common uses of information technology beyond school ♣ use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 					

