

Year 1 - Moving a robot

Computer Science - Programming

Lesson	Objective
1	I can predict the outcome of a command on a device
	I can match a command to an outcome
	I can run a command on a device
2	I can follow an instruction
	I can recall words that can be acted out
	I can give directions
3	I can compare forwards and backwards movements
	I can start a sequence from the same place
	I can predict the outcome of a sequence involving forwards and backwards commands
4	I can compare left and right turns
	I can experiment with turn and move commands to move a robot
	I can predict the outcome of a sequence involving up to four commands
5	I can explain what my program should do
	I can choose the order of commands in a sequence
	I can debug my program
6	I can identify several possible solutions
	I can plan two programs
	I can use two different programs to get to the same place

Year 1 - Digital Painting

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can make marks on a screen and explain which tools I used
	I can draw lines on a screen and explain which tools I used
	I can use the paint tools to draw a picture
2	I can make marks with the square and line tools
	I can use the shape and line tools effectively
	I can use the shape and line tools to recreate the work of an artist
3	I can choose appropriate shapes
	I can make appropriate colour choices
	I can create a picture in the style of an artist
4	I know that different paint tools do different jobs
	I can choose appropriate paint tools and colours to recreate the work of an artist
	I can say which tools were helpful and why
5	I can make dots of colour on the page
	I can change the colour and brush sizes
	I can use dots of colour to create a picture in the style of an artist on my own
6	I can explain that pictures can be made in lots of different ways
	I can spot the differences between painting on a computer and on paper
	I can say whether I prefer painting using a computer or using paper

Year 1 - Digital Writing

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can open a word processor
	I can recognise keys on a keyboard
	I can identify and find keys on a keyboard
2	I can enter text into a computer
	I can use letter, number, and space keys
	I can use backspace to remove text
3	I can type capital letters
	I can explain what the keys that I have learnt about already do
	I can identify the toolbar and use bold, italic, and underline
4	I can select a word by double-clicking
	I can select all of the text by clicking and dragging
	I can change the font
5	I can say what tool I used to change the text
	I can decide if my changes have improved my writing
	I can use 'undo' to remove changes
6	I can write a message on a computer and on paper
	I can compare using a computer with using a pencil and paper
	I can say which method I like best

Year 1 - Technology around us

Computer Science - Networks

Lesson	Objective
1	I can explain technology as something that helps us
	I can locate examples of technology in the classroom
	I can explain how these technology examples help us
2	I can name the main parts of a computer
	I can switch on and log into a computer
	I can use a mouse to click and drag
3	I can use a mouse to open a program
	I can click and drag to make objects on a screen
	I can use a mouse to create a picture
4	I can tell you that writing on a computer is called typing
	I can type my name on a computer
	I can use the shift key to type a capital letter
	I can save my work to a file
5	I can open my work from a file
	I can use the arrow keys to move the cursor
	I can delete letters
6	I can identify rules to keep us safe and healthy when we are using technology in and beyond the home
	I can give examples of some of these rules
	I can discuss how we benefit from these rules

Year 1 - Grouping data

Information Technology - Data and information

Lesson	Objective
1	I can describe objects using labels
	I can match objects to groups
	I can identify the label for a group of objects
2	I can count objects
	I can group objects
	I can count a group of objects
3	I can describe an object
	I can describe a property of an object
	I can find objects with similar properties
4	I can group similar objects
	I can group objects in more than one way
	I can count how many objects share a property
5	I can choose how to group objects
	I can describe groups of objects
	I can record how many objects are in a group
6	I can decide how to group objects to answer a question
	I can compare groups of objects
	I can record and share what I have found

Year 1 - Introduction to animation

Computer Science - Programming

Lesson	Objective
1	I can find which commands move a sprite
	I can use commands to move a sprite
	I can compare different programming tools
2	I can use more than one block by joining them together
	I can use a start block in a program
	I can run my program
3	I can find blocks which have numbers
	I can change the value
	I can say what happens when I change a value
4	I can show that a project can include more than one sprite
	I can delete a sprite
	I can add blocks to each of my sprites
5	I can choose appropriate artwork for my project
	I can decide how each sprite will move
	I can create an algorithm for each sprite
6	I can use sprites which match my design
	I can add programming blocks based on my algorithm
	I can test the programs I have created