Year One Computing Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	**Computing systems and networks – Technology around us** **Lesson 1:** **LO:** To identify technology **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Place** (Digital world, Real World)	**Computing systems and networks – Technology around us** **Lesson 2:** **LO:** To identify a computer and its main parts **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Technology around us** **Lesson 3:** **LO:** To use a mouse in different ways **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Technology around us** **Lesson 4:** **LO:** To use a keyboard to type on a computer **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Technology around us** **Lesson 5:** **LO:** To use the keyboard to edit text **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Materials** (Hardware)	**Computing systems and networks – Technology around us** **Lesson 6:** **LO:** To create rules for using technology responsibly **KS1: CO 4, 5, 6** **Big Idea (Aspect):** **Humankind** (Staying safe)
Term 2	**Creating media – Digital painting** **Lesson 1:** **LO:** To describe what different freehand tools do **KS1: CO 4**	**Creating media – Digital painting** **Lesson 2:** **LO:** To use the shape tool and the line tools **KS1: CO 4**	**Creating media – Digital painting** **Lesson 3:** **LO:** To make careful choices when painting a digital picture **KS1: CO 4**	**Creating media – Digital painting** **Lesson 4:** **LO:** To explain why I chose the tools I used **KS1: CO 4**	**Creating media – Digital painting** **Lesson 5:** **LO:** To use a computer on my own to paint a picture **KS1: CO 4**	**Creating media – Digital painting** **Lesson 6:** **LO:** To compare painting a picture on a computer and on paper **KS1: CO 4**

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	Big Idea (Aspect): Place (Digital world) Materials (Software)	**Big Idea (Aspect):** Place (Digital world) Materials (Software)	**Big Idea (Aspect):** Place (Digital world) Materials (Software)	**Big Idea (Aspect):** Place (Digital world) Materials (Software)	**Big Idea (Aspect):** Place (Digital world) Materials (Software)	**Big Idea (Aspect):** Place (Digital world)
Term 3	**Programming A – Moving a robot** **Lesson 1:** **LO:** To explain what a given command will do **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)	**Programming A – Moving a robot** **Lesson 2:** **LO:** To act out a given word **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)	**Programming A – Moving a robot** **Lesson 3:** **LO:** To combine forwards and backwards commands to make a sequence **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)	**Programming A – Moving a robot** **Lesson 4:** **LO:** To combine four direction commands to make sequences **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)	**Programming A – Moving a robot** **Lesson 5:** **LO:** To plan a simple program **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)	**Programming A – Moving a robot** **Lesson 6:** **LO:** To find more than one solution to a problem **KS1: CO 1, 2, 3, 5** **Big Idea (Aspect):** **Investigation** (Data and computational thinking) **Processes (**Physical Interaction)
Term 4	**Data and information – Grouping data** **Lesson 1:**	**Data and information – Grouping data** **Lesson 2:**	**Data and information – Grouping data** **Lesson 3:**	**Data and information – Grouping data** **Lesson 4:**	**Data and information – Grouping data** **Lesson 5:**	**Data and information – Grouping data** **Lesson 6:**

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	LO: To label objects **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)	**LO:** To identify that objects can be counted **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)	**LO:** To describe objects in different ways **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)	**LO:** To count objects with the same properties **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)	**LO:** To compare groups of objects **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)	**LO:** To answer questions about groups of objects **KS1: CO 4, 6** **Big Idea (Aspect):** **Place** (Digital World) **Nature** (Real world)
Term 5	**Creating media – Digital writing** **Lesson 1:** **LO:** To use a computer to write **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)	**Creating media – Digital writing** **Lesson 2:** **LO:** To add and remove text on a computer **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)	**Creating media – Digital writing** **Lesson 3:** **LO:** To identify that the look of text can be changed on a computer **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)	**Creating media – Digital writing** **Lesson 4:** **LO:** To make careful choices when changing text **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)	**Creating media – Digital writing** **Lesson 5:** **LO:** To explain why I used the tools that I chose **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)	**Creating media – Digital writing** **Lesson 6:** **LO:** To compare typing on a computer to writing on paper **KS1: CO 4, 6** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Real world, Digital world) **Materials** (Software)

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Term 6	Programming B - Programming animations **Lesson 1:** **LO:** To choose a command for a given purpose **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)	Programming B - Programming animations **Lesson 2:** **LO:** To show that a series of commands can be joined together **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)	Programming B - Programming animations **Lesson 3:** **LO:** To identify the effect of changing a value **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)	Programming B - Programming animations **Lesson 4:** **LO:** To explain that each sprite has its own instructions **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)	Programming B - Programming animations **Lesson 5:** **LO:** To design the parts of a project **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)	Programming B - Programming animations **Lesson 6:** **LO:** To use my algorithm to create a program **KS1: CO 1, 2, 3, 4** **Big Idea (Aspect):** **Humankind** (Digital Citizenship) **Investigation** (Data and computational thinking) **Place** (Digital world) **Processes** (Physical Interactions)