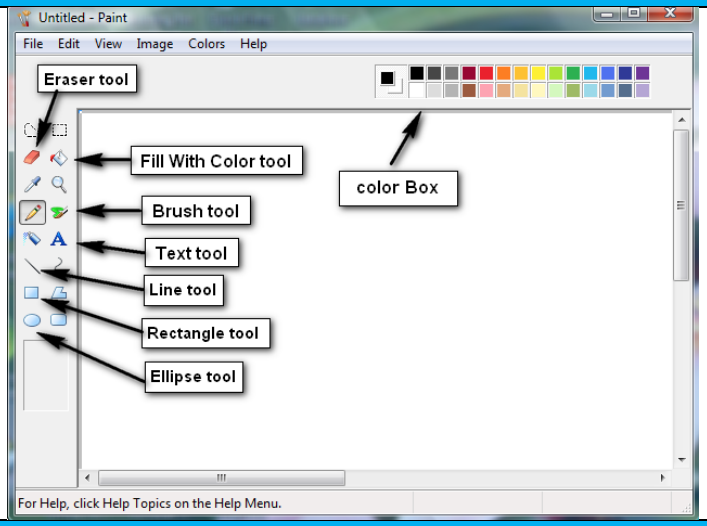
ICT– Creating media Digital painting Year 1

Previous knowledge

Difference between words and pictures	Recognising different shapes	Naming simple 2D shapes	How to select an object	How to move an object on screen

Key Vocabulary



Key knowledge

Marks can be made on the screen using different line and paint tools.	**To draw a shape, I can use the shape tool.**	The colour of a shape can be changed using the fill tool.	**I can undo a change that I have just made using the undo button**.
Kandinsky used many different shapes in his paintings. I can name them.	**The brush and line size can be changed.**	Dots of colour can be made.	Different tools can be used to create a picture.

Next steps

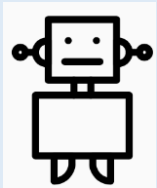
Giving commands	Creating routes	Ordering instructions	Programming a robot	Moving a robot along a route

ICT– Programming A- Moving a robot — Year 1

Previous knowledge

Which tools will make a mark	How to draw a digital shape	How to use the undo button	How to alter the colour of a shape.	How to change the size of a shape.

Key Vocabulary

program	A set of instructions or algorithms that are given to a robot to make it complete a task.	**robot** 	**A machine that can do tasks for us.**	**algorithm**	A precise set of ordered instructions, which can be turned into code.
command	**A sentence which tells someone what to do**	**instructions**	commands	**route**	**A route is the path a robot takes when following the instructions**.

Key Knowledge

Robots are machines that do tasks.	**Robots complete their tasks because humans have programmed them.**	Pressing the button on a robot gives them instructions. Turning the robot off and on clears its memory.	Instructions need to be clear.	Robots move forward and backwards.
Robots can turn to the left or right.	**Turn commands make the robot turn on the spot.**	A set of instructions for a robot is called an algorithm. moves it along a route.	An algorithm moves a robot along a route.	A robot can be programmed to move along different routes.

Next steps

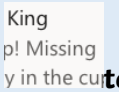
using letter keys	using backspace	typing capitals	underlining text	selecting a word

ICT– Creating media Digital writing — Year 1

Previous knowledge

Giving clear instructions	Finding the mistake in instructions	Following a route	Programming a robot	Predicting a robot's movement

Key Vocabulary

 **text**	**written words**	**bold**	**Text which is darker than normal.**	**underline**	Text with a line underneath it to draw attention to it.
backspace key	This removes text	**italic**	Text which slopes forward to make it stand out.	**font**	**The appearance of letters.**

Key knowledge

A keyboard has keys that can be pressed to enter text.	The keyboard has letters, numbers and space keys. **The backspace key removes text**.	**To type capital letters, I can use** the caps lock for a lot of letters **or the shift key for 1 capital letter**.	The look of text can be changed- bold, italic, underlining.
To select a word- double click on it. To select all the text, click and drag.	The font – style of text- can be changed.	The undo key removes the changes just made.	The appearance of text on a computer can be changed to suit its purpose.

Next steps

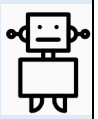
Identifying parts of a computer	Using the mouse to input information	Simple rules to keep me safe online	Treating technology with care	How technology is used in my house.

ICT– Computing Systems and networks -Technology around us Year 1

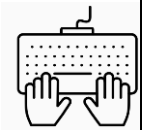
Previous learning

Some devices I have in my home.	How to plug a device in safely.	The names of some parts of a computer.	How to use a keyboard	The undo button

Key Vocabulary

computer	**An electronic machine** which can work with information. The information can be numbers, words, pictures, video or sounds.	**technology** 	Something that has been made by people to help us. (scissors, ipad, glue stick etc)
mouse	A computer or something that is made to work with computers.	**screen**	The flat part of the computer where the images and information appear.

Key Knowledge

Technology helps us do things.	**A computer has a screen, keyboard, base unit and mouse/ trackpad.**	A laptop doesn't have a base unit, so it is easier to carry around.	**The mouse moves the pointer around the screen. You can draw a picture with the mouse.**	**The mouse gives information to the computer when it is moved or clicked.**
A keyboard is used to enter letters and numbers. 	**To use my work again I save it.**	The arrow keys move the cursor around on the screen.	We follow the school rules when we use technology.	We treat technology with care.

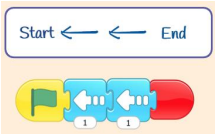
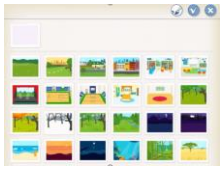
Next steps

To know what Scratch is.	To understand what a sprite is.	To use start and end blocks in my program.	To use blocks to build an algorithm.	To predict how a sprite will move

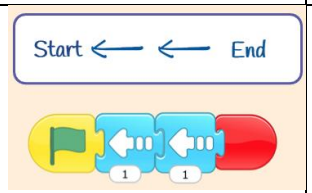
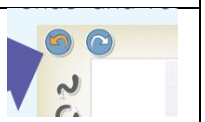
ICT– Programming B Introduction to animation — Year 1

Previous knowledge

Use of the arrow keys	Names of parts of a computer	Simple rules for using technology	How to give instructions	How to move a robot toy

Scratch Junior	Scratch is an easy way to use programming to make games, animations and stories.	**sprite**	**An image on a computer screen.**	**algorithm**	**A precise set of ordered instructions,** which can be turned into code. 
command	A sentence which tells someone what to do	**instructions**	commands	**background**	

Key Knowledge

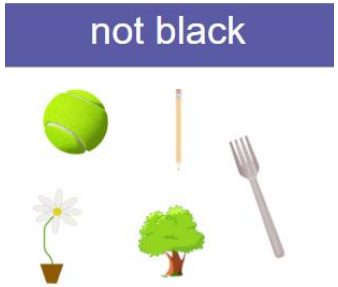
help me to move	The house is the home button. The + lets me start a new project. I can choose the background for my project	**I use** **to start or run my program.**	**I use** **to end my program.**
I can join blocks to make an algorithm. 	If I change the value of a block, I change how far the sprite moves.	I can add and delete sprites from my algorithm. I can change the way that sprites move.	**The undo and redo buttons help if you make a mistake.** 

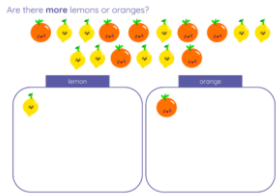
Next steps

counting objects	grouping objects which are similar	sorting objects into groups	describing the groups I have made	comparing objects

ICT– Data and information- Grouping Data — Year 1

Previous knowledge				
Giving commands	Creating instructions	Moving a robot	Entering text	Drawing shapes

Key Vocabulary					
Objects		**labels**		**group**	

Key knowledge			
Objects can be described using labels.	**A set of objects is called a group.**	**It is easier to count objects which are sorted into groups.**	**Computers can count and group information**
Objects with similar properties can be grouped together.	Objects can be grouped in more than 1 way.	**Comparing is when you look at what is similar and what is different.**	Grouping objects makes it easier to answer questions. 

Next steps				
To take a photograph without blurring.	To open photos from gallery or My Work.	To save my work to My Work.	To use a variety of techniques to improve a photograph I have taken.	To use simple image editing.