

Year 1 Scheme of Learning: Computing

Year 1 - Grouping and sorting – Online

Procedural Knowledge	

Lesson 1	
Learning Objective	To start to understand the idea of ‘ownership’ of their creative work.
Declarative Knowledge	• To know how to log in safely to purple mash and understand why that is important. • To know how to create an avatar and to understand what this is and how it is used. • To know how to create a picture and add their own name to it.
Key Vocabulary	Login, password, private, home screen, avatar, icon.

Lesson 2	
Learning Objective	To start to understand the idea of ‘ownership’ of their creative work.
Declarative Knowledge	• To know how to save work to the ‘My work’ area in Purple Mash. • To know that this is a private saving space just for their work.
Key Vocabulary	My work area, typing, saving, log out.

Lesson 3	
Learning Objective	To learn how to find saved work in the Online Work area and find teacher comments.
Declarative Knowledge	• To know how to save work to the ‘My work’ area in Purple Mash. • To know how to see messages left by the teacher on their work. • To know how to search Purple Mash to find resources.
Key Vocabulary	My work area, password, login log out, search, alert, notification, device, filter, shared folder, file name.

Lesson 4	
Learning Objective	To become more familiar with the icons used in the resources in the Topics section.
Declarative Knowledge	• To know how to use the different types of topic templates in the Topics section confidently. • To know the functionality of the icons in the topic templates. • To know how to use the different icons and writing
Key Vocabulary	My work area, icon, file name, menu, topic area, writing template, textbox, tool bar, think about box.

Lesson 5	
Learning Objective	To understand the importance of logging out when they have finished.
Declarative Knowledge	- To know how to explore the Tools section on Purple Mash and become familiar with some of the key icons: Save, Print, Open and New. - To know how to explore the Games section and looked at Table Toons (2x tables). - To know how to log out of Purple Mash when they have finished using it and know why that is important.
Key Vocabulary	Logout, my work area, file name, menu, purple mash tools, button, icons.

Lesson 6	
Learning Objective	To sort items using a range of criteria.
Declarative Knowledge	To know how to sort various items offline using a variety of criteria.
Key Vocabulary	Sort, criteria, describe, more than, less than, equal.

Lesson 7	
Learning Objective	To sort items on the computer using the 'Grouping' activities.
Declarative Knowledge	To know how to use Purple Mash activities to sort various items online using a variety of criteria.
Key Vocabulary	Sort, criteria, describe, groups, activities.

Year 1 - Coding

Procedural Knowledge	• Tinkering • Investigate new software
	• Debugging • Refining the process of evaluation to check for bugs – more systematic (one line at a time) • Honing in on a precise location of a bug – using the “wolf-fencing algorithm” • Develop resilience when searching for bugs
	• Persevering • Collaborate to find problems and solutions • To understand that bugs are a normal part of coding

Lesson 1

Learning Objective	To understand what instructions are.
Declarative Knowledge	• To know how to give and follow instructions. • To know how to draw symbols to represent instructions. • To know how to arrange code blocks to create a set of instructions.
Key Vocabulary	Programmer, code, coding, software, code blocks, object, action.

Lesson 2

Learning Objective	To use code to make a computer program.
Declarative Knowledge	• To know how to create a program using code blocks. • To know what objects and actions are. • To know how to use object and action code blocks.
Key Vocabulary	Command, design view, code view, run, debug, debugging.

Lesson 3

Learning Objective	To understand what an event is.
Declarative Knowledge	• To know how to create a simple program using code blocks. • To know how to use event, object and action code blocks.
Key Vocabulary	Event, click, when clicked, output, sound.

Lesson 4

Learning Objective	To understand what an event is.
Declarative Knowledge	• To know how to create a simple program using code blocks. • To know how to use event, object and action code blocks. • To begin to know how to notice when their code executes when their program is run.
Key Vocabulary	Execute.

Lesson 5	
Learning Objective	To understand what backgrounds and objects are.
Declarative Knowledge	- To know how to edit a scene by adding, deleting and moving objects. - To know how to change the size of objects using the properties table.
Key Vocabulary	Background, scene, properties, scale.

Lesson 6	
Learning Objective	To plan and make a computer program.
Declarative Knowledge	- To know how to create a design plan for their Free Code Scene program. - To know how to use code to make the program they have designed work.
Key Vocabulary	Plan.

Year 1 - Spreadsheets

Procedural Knowledge	• Tinkering • Investigate new software • Note similarities and differences between programs. • Reflect and refine
	• Creating • Decomposing a complex process into several planned phases • Critique their own work and work of others – constructive criticism

Lesson 1

Learning Objective	• To understand what a spreadsheet looks like.
Declarative Knowledge	To know how to navigate around a spreadsheet.
Key Vocabulary	Spreadsheet, data.

Lesson 2

Learning Objective	To be able to navigate around a spread sheet and enter data.
Declarative Knowledge	• To know what rows and columns are. • To know how to save and open sheets. • To know how to enter data into cells.
Key Vocabulary	Spreadsheet, data, row, column, cell, delete, calculations.

Lesson 3

Learning Objective	To add clipart images to a spreadsheet.
Declarative Knowledge	• To know how to open the Image toolbox and find and add clipart. • To know how use the 'move cell' tool so that images can be dragged around the spreadsheet.
Key Vocabulary	Button, clip-art, image.

Lesson 4

Learning Objective	To use the 'move cell' and 'lock' tools.
Declarative Knowledge	• To know how to use the 'lock' tool to prevent changes to cells.
Key Vocabulary	Move cell, lock cell, select.

Lesson 5	
Learning Objective	To use the 'count' tool in 2calculate to count items.
Declarative Knowledge	To know how to give images a value that the spreadsheet can use to count them. Children can add the count tool to count items.
Key Vocabulary	Count tool, value.

Lesson 6	
Learning Objective	To use the 'speak' and 'count' tool in 2calculate to count items.
Declarative Knowledge	To know how to add the speak tool so that the items are counted out loud. To know how to use a spreadsheet to help work out a fair way to share items
Key Vocabulary	Speak tool, count tool, value.