



St Laurence's CE Primary School  
Computing  
Long Term Plan  
Year 1



Autumn 1 <b>Online Safety (1.1) Grouping and Sorting (1.2)</b>	Autumn 2 <b>Pictograms</b>	Spring 1 <b>Online Safety Maze Explorers</b>	Spring 2 <b>Animated Story Books</b>	Summer 1 <b>Coding</b>	Summer 2 <b>Online Safety Technology Outside School</b>
<p><u>Key Content &amp; Skills</u> 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.</p> <p>To sort items using a range of criteria. To sort items on the computer using the 'Grouping' activities in Purple Mash.</p>	<p><u>Key Content &amp; Skills</u> 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.</p>	<p><u>Key Content &amp; Skills</u> To become familiar with the icons and types of resources available in the Topics section. To start to add pictures and text to work.</p>	<p><u>Key Content &amp; Skills</u> 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.</p>	<p><u>Key Content &amp; Skills</u> 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.</p>	<p><u>Key Content &amp; Skills</u> 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.  To walk around the local community and find examples of where technology is used. To record examples of technology outside school.</p>



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<p><u>Vocabulary</u></p> <p>Log in        Log out        Username        Password        Save        Tools        My work        Notification        Topics        Avatar</p> <p>Sort        Criteria</p>	<p><u>Vocabulary</u></p> <p>Pictogram        Data        Collate</p>	<p><u>Vocabulary</u></p> <p>Log in        Log out        Username        Password        Save        Tools        My work        Notification        Topics        Avatar</p> <p>Direction        Undo        Rewind        Forward        Backwards        Right turn        Left turn        Debug</p>	<p><u>Vocabulary</u></p> <p>Animation        E-book        Font        File        Sound effect        Display board</p>	<p><u>Vocabulary</u></p> <p>Action        Algorithm        Command        Code        Debug        Execute        Input        Instructions        Output        Run</p>	<p><u>Vocabulary</u></p> <p>Log in        Log out        Username        Password        Save        Tools        My work        Notification        Topics        Avatar</p> <p>Technology</p>
<p><u>Assessment against the National Curriculum</u></p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p>	<p><u>Assessment against the National Curriculum</u></p> <p>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.</p>	<p><u>Assessment against the National Curriculum</u></p> <p>Create and debug simple programs.</p>	<p><u>Assessment against the National Curriculum</u></p> <p>Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.</p>	<p><u>Assessment against the National Curriculum</u></p> <p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p>	<p><u>Assessment against the National Curriculum</u></p> <p>Use logical reasoning to predict the behaviour of simple programs.        Recognise common uses of information technology beyond school.</p>