Planning for Computing School Our Lady's Year Group 1

Term 1	Term 2	Term 3
e-Safety **Communication & Networks** **Use technology safely and respectfully** Refer to E safety policy. See e safety websites. Using the internet appropriately and treating other people using the internet how they would on the playground.	**e-Safety** **Communication & Networks** **Keeping personal information private** Refer to E safety policy. See e safety websites. • Demonstrating risks of sharing personal information.	**e-Safety** **Communication & Networks** **Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.** Refer to E safety policy. See e safety websites. • Where can the children go if they are worried about what they have seen whilst using a variety of devices? • Telling an adult
Algorithms **Programming & Development** **Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.** Bee bots and roamer • Creating a set of instructions. Instruction writing e.g. how to make a jam sandwich demonstrating how clear the instructions need to be. • Use the Maths links for programming ideas.	**Algorithms** **Programming & Development** **Create and debug simple programs.** Bee bots and roamer • Children to write their own set of instructions for a bee bot. • Teach steps of debugging: Identify what the fault is, what part of the code is creating it, fix the problem. (when does the bee bot go the wrong way, which instruction is wrong, change that instruction) • Do not fix the problem for them. Get children to work collaboratively working on independence, resilience and persistence.	**Algorithms** **Programming & Development** **Use logical reasoning to predict the behaviour of simple programs.** Bee bots and roamer • Use the Maths links for programming ideas. • Get children to predict what will happen with a set of instructions. Children to role play the set of instructions. • A pupil that expects a roamer to jump does not have logical reasoning.

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Information Technology	Hardware & Processing	Data & Data Representation	Information Technology	Data & Data Representation	Hardware & Processing
Use technology purposefully to create, organise and store digital content. • Word processing and paint. • Working with digital photographs, putting them in the correct order, putting words to pictures. • Saving to the correct place.	**Recognise common uses of information technology beyond school.** • Discuss digital technology in our everyday lives. E.g. alarm clock, microwave TV etc.	Sort plants using a database. (flexitree 3)	**Use technology purposefully to manipulate and retrieve digital content.** • Opening saved documents. Knowing the pathway to find them. Using the search feature to find it. Make changes to a digital image, cropping, editing text, image and video editing software.	Create pictograms.	**Technology that we use in school.** Science cross curricular links. Using cameras, visualisers, digital microscopes.