

Y1 Computing (Computer Science)

| National Curriculum | Knowledge | Skills | FS Vocab | Y1 Vocab |
|--|---|--|---|---|
| <ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs. • Use logical reasoning to predict the behaviour of simple programs. | <ul style="list-style-type: none"> • Understand that when a computer does something, it is following instructions called code. • Understand that users can give a computer instructions using code. • Understand that a computer cannot guess your intentions and that code must be exact. | <ul style="list-style-type: none"> • Write code to make objects move around the screen. • Write code to make objects move in a certain direction. • Make an object move when it is clicked. • Explain how their code makes an object move. • Add images to their app. • Write code to make objects move at different times. • Write code and combine images to make a simple game. • Create a map for a Beebot to navigate. • Program a Beebot to move around a pre-designed world. | <ul style="list-style-type: none"> • Instructions • Run • Fix • Move • Turn • BeeBot • Program | <ul style="list-style-type: none"> • Code • Instructions • Screen • Direction • Run • Action • Object • Up/down • Left/right • Program • Icon • App • Event • Algorithm |
| Units to Teach | Key Questions | | | Maths Links |
| <ul style="list-style-type: none"> • Block Coding 1a – On the Move. • Block Coding 1a – Simple Inputs. • Y1 BeeBot (Code-IT) | <p><i>What does a computer do?</i></p> <p><i>How does a computer make an object move?</i></p> <p><i>Can you describe what the object is doing?</i></p> | | <p><i>How do we make a program start?</i></p> <p><i>What direction is the object moving?</i></p> <p><i>What can we program the objects to do?</i></p> | <ul style="list-style-type: none"> • Position & Direction. |
| Previous Learning | | Future Learning | | |
| <ul style="list-style-type: none"> • Understand that an object can be given a set of instructions on a computer (K) • Plan out a set of instructions (S) • Write a simple program (S) • Debug a program if results not correct (S) • Program a BeeBot to move to a particular position (S) | | <ul style="list-style-type: none"> • Understand that a computer has a variety of inputs (K) • Write code that makes an object change direction (S) • Begin to use more technical vocabulary such as execute, button and algorithm when explaining my code (S) • Write code that makes an object change direction (S) • Program a BeeBot to travel from A to B in the Shortest / Longest Route (S) | | |

