IQM
INCLUSION QUALITY MARK

'We have the right to learn" Article 28

'We have the right to be safe' Article 19

'We have the right to be the best we can be' Article 29

Subject: Computing Computer Science	Year Group: Year 1 Summer 1	Unit: Coding
Learning Objective: - Understand what algorithms are, how they are implemented as programs on digital devices, and that programmes execute by following precise and unambiguous instructions - Create and debug simple programs - Use logical reasoning to predict the behaviour of simple programs - Recognise common uses of information technology beyond school Success Criteria: - I can give instructions to my friend using; forward, backwards and turn and physically follow	Key Skills and reference to National Curriculum: • can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation • can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems	Resources: A netbook or machine that has access to the internet)
	Hook and content: The new programme we have bought follows a set programme of lessons and the children work though these at their own pace. The fact that they control what happens on the screen motivates them and gives them a feeling of control _____ Pupils work through a series of coding levels at their own pace.	Cross-curricular links: S&L links: • Use relevant strategies to build their vocabulary. • Articulate, justify answers arguments and opinions. • Participate in discussions.

their instructions to move in a shape - I can tell you the order I need to do things to make something happen and talk about this as an algorithm - I can look at my friends programme and tell you what will happen - I can use programming software to make objects move - I can watch a programme, execute and spot where it goes wrong so I can debug it	Pupils will need to work in pairs and will need to be paired with another pupil who has a similar level of computational thinking as themselves (this may take a few sessions to work out). Pupils will need to talk through and work out their own mistakes (debug) with a partner. It is essential that they have the time to do this as it will create and develop computational thinkers (an essential skill in the new curriculum). You may want to start off new sessions asking children to feedback where they have got to and things they have found difficult (can anyone help them with this?)	SMSC: ESafety: Revise lock it, block it show it, tell it at the beginning of each session.