



Computing

Year 1

Term by Term Coverage

Fairisle Infant and Nursery School



Expect Success

Autumn 1: Online Safety and Key Skills

Can you say what we are learning in our topic 'Marvellous me'?

By the end of this half term, children should know how:

- to log on and off safely
- to send and receive an email safely
- to access a shared blog on Purple Mash
- to and why we use and change avatars
- to keep their personal information safe
- to report something they are worried about

Vocabulary:

Avatar: a digital picture to represent someone

Blog: a shared page /website where information is shared with the people who can read it.

Email: a message that is sent and received on a computer.

Lock it, Block it, Show it, Tell it: keep your passwords locked and safe, block rude or nasty messages, show an adult something that makes you feel upset, tell it is telling an adult if you feel bullied.

Log in: using a username and passwords to access a system and online learning platform.

Log out: leaving a learning platform and shutting down a computer.

Personal information: any information that identifies you including passwords, addresses and phone numbers.



Autumn 2: Information Technology

Can you say what we are learning in our topic 'Once Upon a Time...'?

By the end of this half term, children should know how to:

- log on and off safely
- save and retrieve files
- insert an image including a picture of themselves
- use tools on 2Publish to make an image
- use the keyboard on a computer

Vocabulary:

Image: a picture or object that represents something.

Log in: using a username and passwords to access a system and online learning platform.

Log out: leaving a learning platform and shutting down a computer.

Password: a series of letter, numbers and characters that logs you on to something in combination with username.

Retrieve: open work that has been saved previously.

Save: keep your work as you create something so you can access it again.

Username: a name/email that is use by a person to access a system



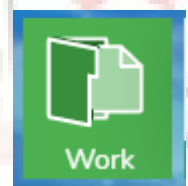
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[Not my school, choose another?](#)

Log in

[Forgot password?](#)

[Can't Log in?](#)



Open

New

Save



Spring 1: Digital Literacy

Can you say what we are learning in our topic 'Superheroes to the rescue'?

By the end of this half term, children should know:

- what a source of Information Technology is
- the difference between the Internet and World Wide Web
- google is a search engine you can use to search the WWW
- how to stay safe online
- how to report dangers things they see online

Vocabulary:

Internet: network or system that connects millions of devices worldwide.

Search: look for information and online you use a search engine.

Search engine: a program that searches for and identifies information on the WWW.

Source: somewhere or someone that provides you with information.

World Wide Web: part of the Internet that contains websites and webpages.



Spring 2: Computer Science

Can you say what we are learning in our topic 'Amazing Animals'?

By the end of this half term, children should know:

- what algorithms are
- how algorithms are implemented as programs on digital devices
- programs execute precise and unambiguous instructions
- create and debug simple programs
- how to recognise common uses of IT beyond school

Vocabulary:

Algorithms: a precise set of instructions that solves a problem or achieves an objective.

Create: cause something to happen as a result of ones action.

Debug: to find and remove errors from computer hardware or software.

Execute: put a plan into effect.

Precise: exact, careful details.

Programs: a series of coded instructions.

Unambiguous: not open to more than one interpretation.



Summer 1: Computer Science

Can you say what we are learning in our topic 'What will we Grow?'

By the end of this half term, children should know how:

- to write simple instructions
- to follow instructions in a computer program
- an algorithm is a precise set of instructions
- to look for and correct mistakes in a program
- the commands are needed to direct an online object around the screen
- to change and extend an algorithm

Vocabulary:

arrow: a mark or sign used to show direction or position.

backwards: to move in the opposite direction to which one is facing.

challenge: a course along which someone or something moves.

direction: a course along which someone or something moves.

forwards: to move in the direction that one is facing or travelling.

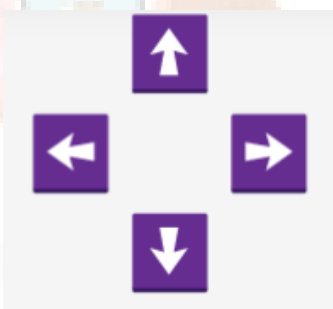
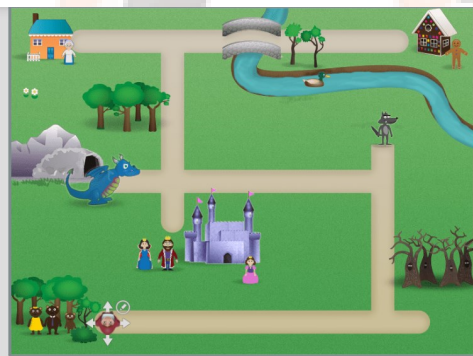
instruction: information about how something should be done.

left turn: to move the object in an anti-clockwise direction.

rewind: move back several steps or to the start.

right turn: to move the object in a clockwise direction.

undo: cancel or reverse an instruction.



Summer 2: Computer Science

Can you say what we are learning in our topic 'Healthy Fun'?

By the end of this half term, children should know:

- how to predict what will happen when instructions are followed
- how to use code to make a computer program
- how to plan and make a computer program
- the different elements (events/background/objects) that make up a program

Vocabulary:

action: types of commands, which are run on an object. they could be used to move an object or change a property

background: the part of the program design that shows behind everything else. It sets the scene for the story or game.

code: instructions written using symbols and words that can be interpreted by a computer.

command: a single instruction in a computer program.

properties: all objects in 2Code have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

scene: the background and objects together create a scene.

