

## Orton Wistow Primary School - Curriculum Plan



## Subject: Computing

Year: 1

Term: Autumn

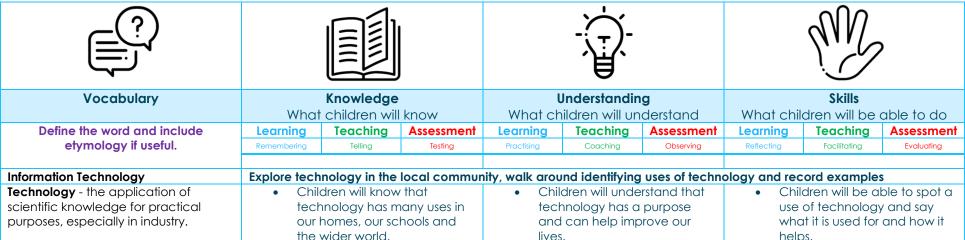








Vocabulary	Knowledge			Understanding			Skills			
		children will			nildren will un		What children will be able to			
Define the word and include	Learning	Teaching	Assessment	Learning	Teaching	Assessment	Learni		Assessment	
etymology if useful.	Remembering	Telling	Testing	Practising	Coaching	Observing	Reflectir	ng Facilitating	Evaluating	
Computer Science Unplugged	Barefoot – Introduction to Pattern Unplugged Activity: Elephants, Cats and Cars									
Pattern – a regular or logical form,	Children will know that patterns exist in many areas of			Children will understand that patterns can help us to make			<ul> <li>Children can identify patterns, spotting what is familiar or</li> </ul>			
order, or arrangement of parts.										
Algorithm – An algorithm is a		E.g. weather,	behaviour,	predictions or spot			different.			
sequence of instructions or a set of		nature mistakes/problems.								
rules to get something done.	Barefoot – Crazy Character Algorithms: An Introduction to Sequences of Instructions									
<b>Debug</b> – Debugging is the process of finding and fixing errors in an algorithm	_	Children will know that an			Children will understand that			Children will write an		
Logical reasoning - Logical reasoning	algorithm is a set of instructions with an intended outcome			an algorithm needs to be clear and precise or the			algorithm, test it and then debug if the outcome is			
helps us explain why something										
happens.				outcome will not be what is			wrong.			
Repetition – Repetition is the	intended.									
recurrence of actions or events.	Barefoot – Developing Logical Reasoning Activity: River Crossing     Children will know that to solve     Children will understand that     Children can use							Jogical		
<b>Decomposition</b> - the process of	<ul> <li>Children will know Indi To solve         <ul> <li>a problem, breaking it down</li></ul></li></ul>			they need to test a solution and that if it goes wrong they			<ul> <li>Children can use logical reasoning to solve a problem.</li> </ul>			
breaking down a task into smaller,										
more-manageable parts.	dila	i appiying logi	c will rielp.							
, i	can adapt and try and fix it.  Barefoot – Head, Shoulders, Knees and Toes Algorithms Activity									
	Children will know that				ldren will unde	erstand that	•	Children will be o	able to spot.	
		repetition is the recurrence		using repetition can save time,				within an algorithm,		
		ons or events			olify an algoritl			and when repeti		
		d in an algorith			void mistakes.			used.		
	Barefoot – Dance Move Algorithms									
	Children will know that a set of			Children will understand that			Children will be able to		able to create	
	instr	ructions is an c	algorithm and	the	order of a set	of		an algorithm for	a person to	
		know that ch		instr	ructions is impo	ortant if they		follow.		
	orde	er of these inst	ructions can	war	nt something s	pecific to				
	cha	inge what hap	opens.	hap	pen.					





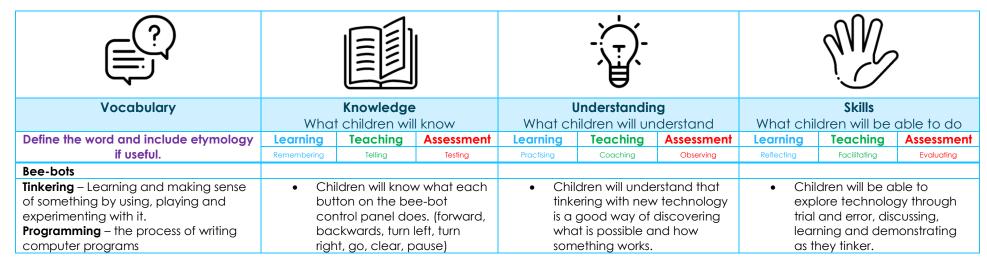
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		- (-)			
Vocabulary	<b>Knowledge</b> What children will know	<b>Understanding</b> What children will understand	<b>Skills</b> What children will be able to do		
Define the word and include etymology if useful.  Debugging – Debugging is the process of finding and fixing errors in an algorithm  Collaborating - work with others on an activity or project	Teaching   Teaching   Testing	Practising Teaching Assessment  Coaching Observing  Coaching Observing  Coaching Observing  Children will understand that the Bee-Bot will only do what they program it to do  Children will understand  Children will understand that the Bee-Bot will follow the sequence of buttons pressed in order and that if something goes wrong, it is because the algorithm is wrong.	Teaching   Reflecting   Facilitating   Evaluating		
Information Technology (1.6 Animated Storybook)  Animation – process of giving the illusion of movement to drawings and models.  E-Book – a book that they can read on the computer or on a tablet.  Font – the style of text used in a piece of writing on the computer or tablet.  File – a piece of work on the computer.  Sound Effect – a sound other than speech or music made for use in a play, film or computer file.  Display Board – a way to share your work on Purple Mash.	<ul> <li>Children will know that an ebook can be created using 2create a story and will know that it is an electronic version of a normal book.</li> <li>Children will know what the tools in 2create a story do, including; plan, play, add animation, background, undo/redo, font buttons and copy and paste.</li> <li>Children will know how to extend their stories by adding additional pages</li> </ul>	<ul> <li>Children will understand that adding animations and sound makes an ebook different and can heighten the experience for the reader.</li> <li>Children will understand that the copy and paste function and undo/redo buttons can save the user a lot of time and help them to work more efficiently.</li> <li>Children will understand that they can make their book unique by designing their own animations and music.</li> </ul>	Children will be able to; save, open and change work, add sounds and animations, add their own voice, copy and paste and add text to an ebook.		



