

Year 1 Unit Overview

Unit 1.1 - Online Safety & Exploring Purple Mash

Lesson	Title	Success Criteria
1	Safe Logins	<ul style="list-style-type: none">• Children can log in to Purple Mash using their own login.• Children have created their own avatar and understand why they are used.• Children can add their name to a picture they created on the computer.• Children are beginning to develop an understanding of ownership of work online.• Children can save work into the My Work folder in Purple Mash and understand that this is a private saving space just for their work.
2	My Work Area	<ul style="list-style-type: none">• Children can find their saved work in the Online Work area of Purple Mash.• Children can find messages that their teacher has left for them on Purple Mash.• Children can search Purple Mash to find resources.
3	Purple Mash Topics	<ul style="list-style-type: none">• Children will be able to use the different types of topic templates in the Topics section confidently.• Children will be confident with the functionality of the icons in the topic templates.• Children will know how to use the different icons and writing cues to add pictures and text to their work.
4	Purple Mash Tools	<ul style="list-style-type: none">• Children have explored the Tools section on Purple Mash and become familiar with some of the key icons: Save, Print, Open and New.• Children have explored the Games section and looked at Table Toons (2x tables).• Children can log out of Purple Mash when they have finished using it and know why that is important.

Unit 1.3 - Pictograms

Lesson	Title	Success Criteria
1	Data in Pictures	<ul style="list-style-type: none">• Children can discuss and illustrate the transport used to travel to school.• Children can contribute to the collection of class data.• Children have used these illustrations to create a simple pictogram.
2	Class Pictogram	<ul style="list-style-type: none">• Children can contribute to a class pictogram.• Children can discuss what the pictogram shows.
3	Recording Results	<ul style="list-style-type: none">• Children can collect data from rolling a die 20 times and recording the results.• Children can represent the results as a pictogram.

Unit 1.4 - Lego Builders

Lesson	Title	Success Criteria
1	Following Instructions	<ul style="list-style-type: none">• Children know that to achieve the effect they want when building something, they need to follow accurate instructions.• Children know that by following the instructions correctly, they will get the correct result.• Children know that an algorithm is a precise, step-by-step set of instructions used to solve a problem or achieve an objective.
2	Following and Creating Simple Instructions on the Computer.	<ul style="list-style-type: none">• Children can follow instructions in a computer program.• Children can explain the effect of carrying out a task with no instructions.• Children know that computers need precise instructions to follow.• Children know that an algorithm written for a computer to follow is called a program.
3	To consider how the order of instructions affects the result.	<ul style="list-style-type: none">• Children understand how the order in which the steps of a recipe are presented affects the outcome.• Children can organise instructions for a simple recipe.• Children know that correcting errors in an algorithm or program is called 'debugging'.



Medium-Term Plan

Lesson	Title	Success Criteria
<u>1</u>	Challenges 1 and 2	<ul style="list-style-type: none">• Children know how to use the direction keys in 2Go to move forwards, backwards, left and right.• Children know how to add a unit of measurement to the direction in 2Go Challenge 2.• Children know how to undo their last move.• Children know how to move their character back to the starting point.
<u>2</u>	Challenges 3 and 4	<ul style="list-style-type: none">• Children can use diagonal direction keys to move the characters in the right direction.• Children know how to create a simple algorithm.• Children know how to debug their algorithm.
<u>3</u>	Challenges 5 and 6	<ul style="list-style-type: none">• Children can use the additional direction keys to create a new algorithm.• Children can challenge themselves by using the longer algorithm to complete challenges.
<u>4</u>	Setting More Challenges	<ul style="list-style-type: none">• Children can change the background images in their chosen challenge and save their new challenge.• Children have tried each other's challenges.



Medium-Term Plan

Lesson	Title	Success Criteria
<u>1</u>	Drawing and Creating	<ul style="list-style-type: none">• Children know the difference between a traditional book and an e-book.• Children can use the different drawing tools to create a picture on the page.• Children can add text to a page.
<u>2</u>	Animation	<ul style="list-style-type: none">• Children can open previously saved work.• Children can add an animation to a page.• Children can play the pages created.• Children can save changes and overwrite the file.
<u>3</u>	Sounds and More!	<ul style="list-style-type: none">• Children can add a sound to the page.• Children can add voice recording to the page.• Children can create music for a page.
<u>4</u>	Making a Story	<ul style="list-style-type: none">• Children can add a background to the page.• Children can use the additional drawing tools on My Story mode.• Children can change the font style and size.
<u>5</u>	Copy and Paste	<ul style="list-style-type: none">• Children can use the copy and paste function to add more pages to their animated e-book.• Children can share their e-books on a class story book display board.



Medium-Term Plan

Lesson	Title	Success Criteria
1	Instructions	<ul style="list-style-type: none">• Children can give and follow instructions.• Children can draw symbols to represent instructions.• Children can arrange code blocks to create a set of instructions.
2	Objects and Actions	<ul style="list-style-type: none">• Children can create a program using code blocks.• Children can use object and action code blocks.
3	Events	<ul style="list-style-type: none">• Children can create a simple program using code blocks.• Children can use event, object and action code blocks.
4	When Code Executes	<ul style="list-style-type: none">• Children can create a simple program using code blocks.• Children can use event, object and action code blocks.• Children can notice when their code executes when their program is run.
5	Setting the Scene	<ul style="list-style-type: none">• Children can edit a scene by adding, deleting and moving objects.• Children can change the size of objects using the properties table.
6	Using a Plan	<ul style="list-style-type: none">• Children can create a design plan for their Free Code Scene program.• Children can use code to make the program they have designed work.

Year 1 – Computing – Summer 2

Medium-Term Plan

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	What is Technology?	<ul style="list-style-type: none">To find and understand examples of where technology is used in the local community	<ul style="list-style-type: none">Children understand what is meant by 'technology'.Children have considered types of technology used in school and out of school.
<u>2</u>	Technology outside school.	<ul style="list-style-type: none">To record examples of technology outside school.	<ul style="list-style-type: none">Children have recorded 4 examples of where technology is used away from school.