Individually Strong, Collectively Stronger!

	Computing			Year 1	

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
CS - Giving Instructions - Making Toast - Unplugged (2) LI: To understand the term algorithm and the importance of clear instructions. LI: To create an algorithm to control a robot making a jam sandwich. **CS - Journeys - Beebot Garden Walk - Beebots (4)** LI: To explore the basic functions of a Beebot. LI: To design your own beebot journey mat. LI: To program and record a route using your journey mat. LI: To explore programming and recording routes in different settings (online).	**IT - Robot Words - Busy Things, JIT (2)** LI: To use a word bank to create simple sentences. LI: To use a word bank and a keyboard to create simple sentences. **IT - Cyberwalk - JIT, Busy Things (3)** LI: To create a simple digital picture. LI: To create a picture using straight lines. LI: To create an animated line picture.	**DL - Smartie the Penguin - Childnet Resource (2)** LI: To understand an online safety message using an online resource. LI: To name one trusted adult that they can talk to. **Safer Internet Day - 11.02.2021**	**DL - How does my garden grow? - BBC Bitesize, Busy Things (2)** LI: To find information online using a website (BBC Bitesize) LI: To understand that games have age limits (Busy Things) **DL - Sharing my iceberg work - JIT (2)** LI: To create a simple image and blog it. LI: To create some text to place alongside their simple image.	**IT - Who painted this? - Busy Things (2)** LI: To create a simple face picture and add your own signature. LI: To create a piece of artwork using a painting software of your choice. **IT - I can sort objects - JIT (3)** LI: To understand different ways to sort and group different objects. LI: To sort and group objects using a computer. LI: To create your own pictogram using JIT.	**CS - I'm a Problem Solver - Busy Things (3)** LI: To develop a strategy to play 'Block-a-doodle-doo'. LI: To use trial and error and logical reasoning to predict behaviour. LI: To solve a range of problems using trial and error. **CS - I Can Code - JIT (2)** LI: To explore what the space rocket instructions do and how to change them. LI: To create a set of instructions to visit the 'Three Little Pigs' home.