**YEAR 1 COMPUTING - CURRICULUM OVERVIEW 2024 – 2025**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **YR** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **YEAR 1 Content** | Computing systems and networks  Technology around us - recognising technology in school and using it responsibly. | Creating Media  Digital painting - choosing appropriate tools in a program to create art, and making comparisons with working non-digitally | Creating media  Digital writing - using a computer to create and format text, before comparing to writing non-digitally. | Data and information  Grouping data - exploring object labels, then using them to sort and group objects by properties. | Programming  Using Hour of Code -  Designing and programming the movement of a character on screen to tell stories | |
| **Key new knowledge** | **Technology Around Us**   * Develop understanding of technology and how it can help in everyday lives. * Start to become familiar with the different components of a computer by developing keyboard and mouse skills. * Consider how to use technology responsibly. | **Digital Painting**   * Develop understanding of a range of tools used for digital painting. * Create digital paintings, while gaining inspiration from a range of artists’ work. * Consider preferences when painting with and without the use of digital devices. | **Digital writing**   * Develop understanding of the various aspects of using a computer to create and manipulate text. * Become more familiar with using a keyboard and mouse to enter and remove text. * Consider how to change the look of text, and to justify reasoning in making these changes. * Consider the differences between using a computer to create text, and writing text on paper. | **Grouping data**   * Introduction to data and information. * Labelling, grouping, and searching of data and information. * Assigning data (images) with different labels in order to demonstrate how computers are able to group and present data. | **Programming – Using Hour of Code**   * Introduction to early programming concepts. * Explore using individual commands, both with other learners and as part of a computer program. * Start predicting the outcome of programs. * Introduction to the early stages of program design through the introduction of algorithms. | |
| **Assessments** | Formative questioning and teacher observation.  Self/peer assessment using thumbs up/down | Formative questioning and teacher observation.  Self/peer assessment using thumbs up/down | Formative questioning and teacher observation.  Self/peer assessment using thumbs up/down | Formative questioning and teacher observation.  Self/peer assessment using thumbs up/down | Built in end of unit assessments. | |