

Year 1

1. Computing systems and networks – Technology around us

2. Creating media – Digital painting

3. Programming A – Moving a robot

4. Data and information – Grouping data

5. Creating media – Digital writing

6. Programming B - Programming animations



Year 1- Technology around us



L1- To identify technology.	L2- To identify a computer and its main parts.	L3- To use a mouse in different ways	L4- To use a keyboard to type on a computer	L5- To use the keyboard to edit text	L6- To create rules for using technology responsibly
-----------------------------	--	--------------------------------------	---	--------------------------------------	--

technology	Anything people make to help us do things easier, faster, or better. This often includes devices like computers, tablets, and software that help us store, process, and share information.
computer	An electronic machine that follows instructions to help us solve problems, play games, learn, or create things. It processes information quickly and can store data to use later.
file	A file is a digital container used to store information, such as text, images, or programs, on a computer or electronic device. It helps organize and save data for future use.
delete	To make something go away, like erasing a picture or a word you don't want anymore on the computer.
save	To keep something on the computer to use it or look at it later.





Year 1- Digital painting



L1- To describe what different freehand tools do

L2- To use the shape tool and the line tools

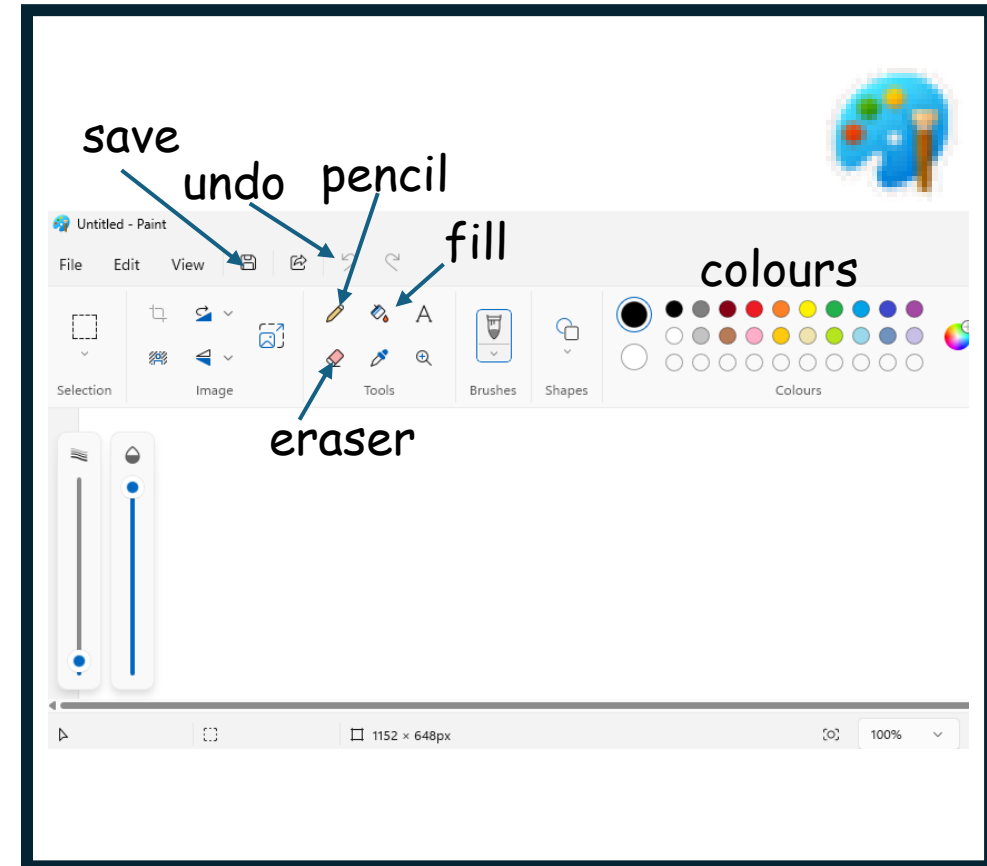
L3- To make careful choices when painting a digital picture

L4- To explain why I chose the tools I used

L5- To use a computer on my own to paint a picture

L6- To compare painting a picture on a computer and on paper

tool 	A feature in a painting program that helps you do something specific, like draw, fill with colour, or undo a mistake.
fill 	A tool that lets you add colour to a space quickly, like pouring paint into a shape on the screen.
undo 	A button that lets you go back one step if you make a mistake or change your mind.
pictures 	Images that you can create, look at, or use in your digital painting. These can be drawings, photos, or clipart.
painting 	Making a picture using colours and tools on a computer, similar to using paint and brushes on paper.



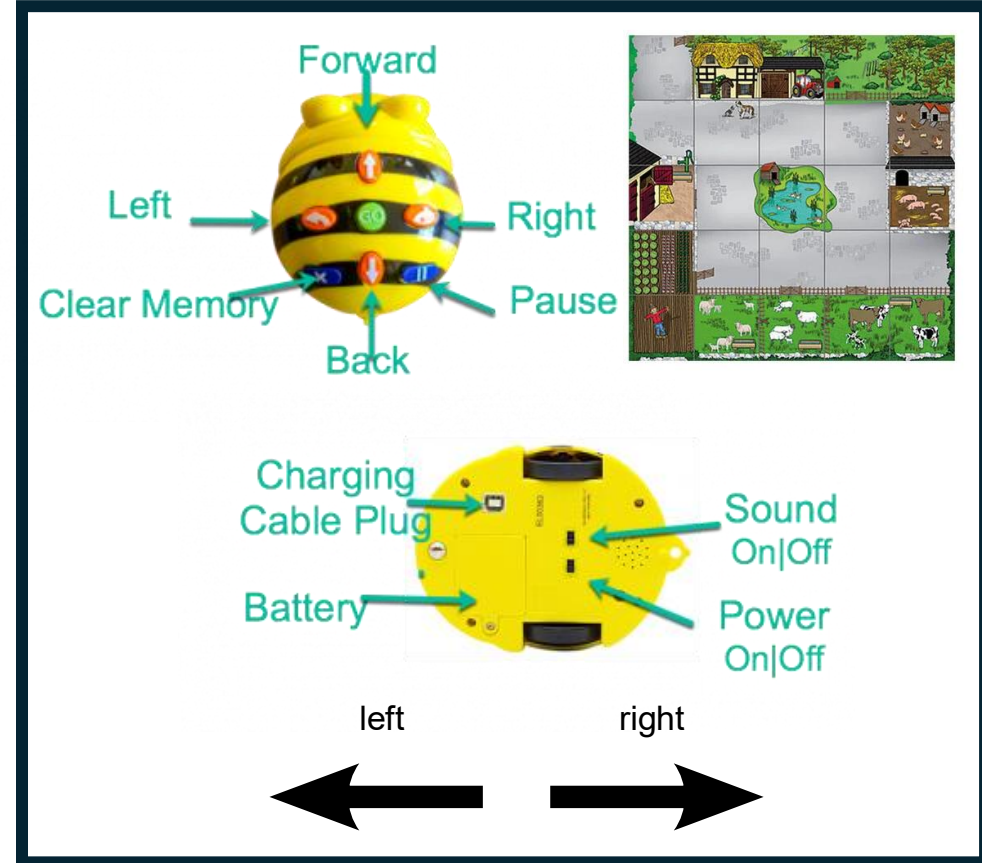


Year 1 - Moving a robot



L1- To explain what a given command will do.	L2- To act out a given word.	L3- To combine 'forwards' and 'backwards' commands to make a sequence.	L4- To combine four direction commands to make sequences.	L5- To plan a simple program.	L6- To find more than one solution to a problem.
--	------------------------------	--	---	-------------------------------	--

command 	A single instruction that can be used in a program to control a computer.
instruction 	A set of steps to explain how to complete a task or operate something correctly.
plan 	A set of steps designed to achieve a goal or complete a task.
algorithm 	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
program 	A set of ordered commands that can be run by a computer to complete a task.
route 	The path you take to get from one place to another.





Year 1- Grouping data



L1- To label objects	L2- To identify that objects can be counted	L3- To describe objects in different ways	L4- To count objects with the same properties	L5- To compare groups of objects	L6- To answer questions about groups of objects
----------------------	---	---	---	----------------------------------	---

object 	An item that can be seen, touched, or used. In computing, objects are things we can describe, count, or group.
label 	A name or word used to describe or identify an object.
fewest 	The smallest number in a group when comparing quantities.
most 	The largest number in a group when comparing quantities.
group 	A collection of objects that share similar features or properties.

big

small

You can group items in many different ways.

Are there **more** triangles or are there **more** squares?

Is it easier to answer questions when the shapes are mixed or when they are grouped?

Triangles

Squares

Not triangles or squares

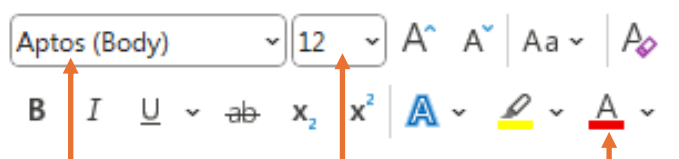


Year 1- Digital writing



L1- To use a computer to write	L2- To add and remove text on a computer	L3- To identify that the look of text can be changed on a computer	L4- To make careful choices when changing text	L5- To explain why I used the tools that I chose	L6- To compare typing on a computer to writing on paper
--------------------------------	--	--	--	--	---

keyboard 	A set of keys used to type letters, numbers, and symbols into a computer.
backspace 	A key on the keyboard that deletes the character to the left of the cursor.
type 	To press keys on the keyboard to write words or numbers on the screen.
select 	To click or highlight text or objects so you can change or move them.
undo 	A button that lets you go back one step if you make a mistake or change your mind.



Writing font

Writing size

Writing colour

Backspace button





Year 1 - Programming animations



L1- To choose a command for a given purpose.	L2- To show that a series of commands can be joined together.	L3- To identify the effect of changing a .	L4- To explain that each sprite has its own instructions.	L5- To design the parts of a project.	L6- To use my algorithm to create a program
--	---	--	---	---------------------------------------	---

command 	A single instruction that can be used in a program to control a computer.
instruction 	A set of steps to explain how to complete a task or operate something correctly.
design 	Design is the process of planning and creating how some- thing will look or work
algorithm 	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
program 	A set of ordered commands that can be run by a computer to complete a task.
block 	A block in ScratchJr is a little puzzle piece that gives the computer a command, like making a character move, jump, or talk.



Blocks are used to create an algorithm



A sprite is a character

You can use ScratchJr on an iPad or tablet. It is an app.

