

# The ICT / Computing Curriculum- *by year group.*

## **Year 1**

eSafety

Text and Graphics

Research & Communication

Multi-Media Authoring

Digital Creativity

Data & Programming

## Year 1- ICT Curriculum.

Learning Objectives	Key Skills	Notes
<b>Year 1 - Text and graphics</b>		
<ul style="list-style-type: none"> <li>• To become skilful in using different tools to control technology.</li> <li>• To begin to develop typing speed and accuracy to enable independent access to a computer.</li> <li>• To understand the purpose of, and begin to use a range of different technology.</li> <li>• To begin to store and retrieve digital content</li> </ul>	<ul style="list-style-type: none"> <li>• Continue to develop their familiarity with a computer and keyboards, using a mouse and/or track pad to control a computer/laptop.</li> <li>• Begin to develop their typing speed, using a range of games and programs in school. Children should also be encouraged to play these games at home.</li> <li>• Continue exposure to a range of technology, including cameras, tablets, microphones/recording devices and computers.</li> <li>• To begin to save and open content.</li> </ul>	<p>See 'tools for teaching typing' document for software and websites to use.</p> <p>BBC Dance Mat Typing</p>

Learning Objectives	Key Skills	Notes
<b>Year 1 - Research and Communication</b>		
<ul style="list-style-type: none"> <li>• To understand that information comes from different sources e.g. books, websites, TV etc.</li> <li>• To understand that ICT can give access quickly to a wide variety of resources</li> <li>• To talk about their use of ICT and the Internet and other methods to find information</li> <li>• To know buttons/icons can represent different functions e.g. record, pause, play, record etc.</li> <li>• To start to understand that messages can be sent electronically over distances.</li> </ul>	<ul style="list-style-type: none"> <li>• Access different types of information from different sources e.g. using CD players, websites, TV, video, DVD etc.</li> <li>• Begin to understand that computers use icons, menus, hyperlinks to provide information and instructions. Select appropriate buttons to navigate web sites or stored information.</li> <li>• To be able to explore a variety of electronic information as part of a given topic</li> <li>• Use buttons on a website or program to record, pause, play, record etc.</li> </ul>	<ul style="list-style-type: none"> <li>• Select a specific part of the CBeebies site to find an activity</li> </ul> <p>Website, camera, tv remote, standard symbols</p> <p>Literacy (letter to santa) Emailsanta.com</p>

Learning Objectives	Key Skills	Notes
<b>Year 1 - Multimedia Authoring</b>		
<ul style="list-style-type: none"> <li>• To use technology to combine text with photographs, graphics and drawings.</li>   <li>• To create their own text based content, including adding basic effects to sections of text.</li>   <li>• Be discerning in evaluating digital content.</li> </ul>	<ul style="list-style-type: none"> <li>• Add text to photographs, graphics, drawings and sound using a computer / tablet.</li>   <li>• Use simple authoring tools to create their own content and begin to add basic effects to sections of text, changing the font size and colour.</li>   <li>• Understand the importance of evaluation and adaptation to enhance the overall product.</li> </ul>	<p>Word, ipad, clicker, mindmapping</p> <p>Wordart, ipad (cloudart),</p>

Learning Objectives	Key Skills	Notes
<b>Year 1 - Digital Creativity</b>		
<ul style="list-style-type: none"> <li>• To know they can explore sound and music using technology and that they can create sound using computer programs.</li> <li>• To know they can record sound using ICT that can be stored and played back</li> <li>• To take photographs for a range of different purposes.</li> <li>• To understand that video can be recorded using technology and to begin to record video.</li> </ul>	<ul style="list-style-type: none"> <li>• Use a computer to compose music and basic rhythms.</li> <li>• Begin to record sounds using a range of different tools and technologies.</li> <li>• Continue to take photographs for a range of different purposes.</li> <li>• Begin to record video using different devices.</li> </ul>	<p>Audio- use 2simple software- 2explore and 2beat. PC noisy things, ipad tune train</p> <p>Clicker, TTS microphone, voice changer plus</p> <p>Video camera, ipad, camera</p>

Learning Objectives	Key Skills	Notes
<b>Year 1 - Data and Programming</b>		
<ul style="list-style-type: none"> <li>• To use ICT to begin to organise items.</li> <li>• To begin to use technology to create graphs and pictograms, recognising there is a link between data collected and the information presented on screen.</li> <li>• To understand that devices respond to commands</li> <li>• To begin to understand (and predict) how a computer processes instructions and commands (computational thinking)</li> <li>• To understand how to programme a simple sequence of commands into a programmable robot or toy to send it on a route</li> <li>• Understand that computers and technology can be used to represent and model situations</li> <li>• To understand computer representations allows the user to make choices and that different decisions produce different outcomes</li> </ul>	<ul style="list-style-type: none"> <li>• Use ICT to sort objects into groups according to a give criteria, or criteria which the child identifies themselves.</li> <li>• Begin to use technology to create graphs and pictograms.</li> <li>• Explore a range of control toys and devices</li> <li>• Begin to develop computational thinking by following instructions to move around a course and creating a series of instructions to move their peers around a course.</li> <li>• Explore outcomes when individual buttons are pressed on robots, such as floor turtles and combine these together to draw simple shapes or follow a route.</li> <li>• Explore a simulation to support a given topic and talk about what happens and why.</li> <li>• Use an art package or drag and drop software to create a representation of a real or a fantasy situation</li> </ul>	<p>Saving in ct location</p> <p>2graph, excel, primaryschoolcorreict.com/pictograph</p> <p>Bee bot, pro bot, logo, remote control, remote car</p> <p>Espresso coding, treasure map, 2code, verbal commands</p> <p>Espresso coding, 2code, bee bot/pro bot</p> <p>Science clips bbc</p> <p>Paint, toontastic, puppet pals hd</p>

Learning Objectives	Key Skills	Notes
<b>Year 1 - eSafety</b>		
<ul style="list-style-type: none"> <li>To use technology safely and responsibly, recognising acceptable / unacceptable behaviour. Understanding the term 'digital footprint'.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute ideas to a <b>class</b> email / blog and together respond to messages - this could be to real life or 'fictitious' characters.</li> </ul>	<p>See <a href="http://www.thinkuknow.co.uk/5_7/">http://www.thinkuknow.co.uk/5_7/</a>            Watch Lee and Kim's Adventures – Animal Magic</p> <p>Watch the 'Hector's World' cartoons.</p> <p>Complex CAPS lower number symbol</p>