**Computing Curriculum: End of year expectations for year 1**

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|  | E-safety | Programming | Handling Data | Multimedia | Technology in our Lives |
| Pupils should be taught to: | To agree and use sensible rules to keep me safe when I use technology.  To explain why it’s important to be kind and polite. To use links to websites to find information.  To tell a trusted adult what I want to use a device for.  To show a trusted adult when something worrying or unexpected happens when I am using a device.  To know what my personal information is and keep it private.  To know that something put online can be seen by others.  To use different technologies, with a trusted adult, to communicate responsibly with others.  To be careful about the icons clicked on when using technology devices.  To tell similarities and differences between people I know.  To say how I feel when someone says something nice to me.  To select from a list of apps, games and websites that a trusted adult gives me. To use devices for the time I am allowed and tell you what else I like doing. | To give instructions to my friend and follow their instructions to move around.  To describe what happens when I press buttons on a robot.  To press buttons in the correct order to make my robot do what I want.  To describe what actions I will need to do to make something happen and begin to use the word algorithm.  To begin predicting what will happen for a short sequence of instructions.  To begin to use software or apps to create movements and patterns on a screen.  To use the word debug when I correct mistakes whist programming. | To talk about the different ways in which information can be shown.  To use technology to gather information, including photos, videos and sound.  To sort different kinds of information and present it to others.  To add information to a pictograph and talk to others about what I have found out. | To be creative with different technology tools.  To use technology to create and present ideas.  To use the keyboard or a word bank on my device to enter text.  To save information in a special place and retrieve it again. | To recognise the ways we use technology in our classroom.  To recognise ways that technology is used in the home and community.  To use links to websites to find information.  To begin to identify some of the benefits of using technology. |
| Resources: | Class and Key stage assemblies to help ensure coverage with follow-up lessons and activities.  [www.thinkyouknow.co.uk](http://www.thinkyouknow.co.uk) [E-safety for schools | NSPCC Learning](https://learning.nspcc.org.uk/research-resources/schools/e-safety-for-schools/) <https://www.internetmatters.org/schools-esafety/primary/>  <https://www.saferinternetday.org/>  <https://www.childnet.com/resources/safer-internet-day> | Beebot  Ollies  Kodables app  ALEX app  Hour of code – ozobots – link to block coding | Ipad to take photos and videos.  TES whole class pictographs on IWB.  TES and Twinkl to complete online pictograms. | Paint software in IPad and laptops.  Clicker 7  Puppet Pals  IPad to take photos and videos. | Interactive Whiteboard  Laptops  IPads  Role play technology toys |