



Computing Objectives Year 1

Y1	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	1) Create instructions using pictures.
Y1		2) Say why it is important to be precise when writing an algorithm
Y1		3) Write instructions to program a person like a computer.
Y1		4) Program a Bee-Bot to move.
Y1		6) Program a sequence to make a Bee-Bot move.
Y1		1) Describe and use instructions to program a character.
Y1		2) Program a character to grow and shrink
Y1		6) Create programs with a sequence of linked instructions.
		3) Use instructions to make characters move at different speeds and distance.
Y1		4) Use a repeat instruction to make a sequence of instructions run more than once.
Y1		5) Create programs that play a recorded sound.
Y1		Create and debug simple programs
Y1	3) Write instructions to program a person like a computer.	
Y1	4) Program a Bee-Bot to move.	
Y1	5) Debug a Bee-Bot.	
Y1	6) Program a sequence to make a Bee-Bot move.	
Y1	3) Use instructions to make characters move at different speeds and distance.	
Y1	4) Use a repeat instruction to make a sequence of instructions run more than once.	

Y1		5) Create programs that play a recorded sound.
Y1		6) Create programs with a sequence of linked instructions.
Y1	Use logical reasoning to predict the behaviour of simple programs	4) Make changes to improve my work.
Y1		1) Describe and use instructions to program a character.
Y1		3) Use instructions to make characters move at different speeds and distance.
Y1		4) Use a repeat instruction to make a sequence of instructions run more than once.
Y1	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	1) Use a computer mouse.
Y1		5) Drag objects.
Y1		6) Identify and practise computer skills.
Y1		1) Create instructions using pictures.
Y1		1) Paint with different colours.
Y1		2) Paint with different brushes.
Y1		3) Create shapes and fill areas.
Y1		4) Make changes to improve my work.
Y1		5) Add text to a painting.
Y1		6) Use a computer program to create a poster.
Y1		1) Type on a keyboard.
Y1		2) Type symbols and save files.
Y1		3) Edit text.
Y1		4) Use a keyboard.
Y1		5) Select and format text
Y1		6) Format the font.
Y1		1) Demonstrate a range of basic skills to use a computer and its software.
Y1		2) Type and format text, then save my work.
Y1		3) Open saved work and edit text.

Y1		4) Use shapes to create a particular image
Y1		5) Use different brush tools to create a particular image.
Y1		6) Create text and pictures about a shared theme.
Y1	Recognise common uses of information technology beyond school	1) Type on a keyboard.
Y1	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	2) Switch on and shutdown computer.
Y1		3) Launch an application and manipulate windows.
Y1		4) Save a file.