

## Computing End Points

YEAR 1		
<p><b>UNIT 1.1</b> Online Safety and Exploring Purple Mash</p>	<p>Children will learn to log in safely, create their own avatar and create pictures using Paint Projects. They will start to understand the idea of 'ownership' of creative work and save their work to the My Work area and understand that this is private space.</p>	<ul style="list-style-type: none"> <li>• I can login to Purple Mash using their own login.</li> <li>• I can save work into the My Work folder in Purple Mash.</li> <li>• I can find their saved work in the Online Work area of Purple Mash.</li> <li>• I can add pictures and text to their work.</li> <li>• I can explore the Tools section on Purple Mash and become familiar with some of the key icons, save, print, open and new</li> <li>• I can logout of Purple Mash when they have finished using it and know why that is important.</li> </ul>
<p><b>UNIT 1.2</b> Grouping and Sorting</p>	<p>Children will sort items by different criteria away from the computer. At the computer, they will use Grouping on Purple Mash to sort items.</p>	<ul style="list-style-type: none"> <li>• I can sort various items offline using a variety of criteria.</li> <li>• I have used Purple Mash activities to sort various items online using a variety of criteria.</li> </ul>
<p><b>UNIT 1.3</b> Pictograms</p>	<p>Children will understand that data can be represented in picture format and contribute to a class pictogram. They will then use a pictogram to record the results of an experiment.</p>	<ul style="list-style-type: none"> <li>• I can discuss and illustrate the transport used to travel to school.</li> <li>• I can contribute to the collection of class data.</li> <li>• I can contribute to a class pictogram.</li> <li>• I can discuss what the pictogram shows.</li> </ul>
<p><b>UNIT 1.4</b> Lego Builders</p>	<p>Children will be able to emphasise the importance of following instructions in order to follow and create simple instructions on the computer. They will consider how the order of instructions affects the result.</p>	<ul style="list-style-type: none"> <li>• I know that an algorithm is a precise, step-by-step set of instructions used to solve a problem or achieve an objective.</li> <li>• I know that computers need precise instructions to follow.</li> <li>• I understand how the order in which the steps of a recipe are presented affects the outcome.</li> <li>• I can organise instructions for a simple recipe.</li> <li>• I know that correcting errors in an algorithm or program is called 'debugging'.</li> </ul>
<p><b>UNIT 1.5</b> Maze Explorers</p>	<p>Children will understand the functionality of basic direction keys and be able to use the direction keys to complete the challenges in this unit successfully. They will understand how to create and debug a set of instructions (algorithm). Children will use the additional direction keys as part of their algorithm and understand how to change and extend the algorithm list to create a longer algorithm.</p>	<ul style="list-style-type: none"> <li>• I know how to use the direction keys in 2Go to move forwards, backwards, left and right.</li> <li>• I know how to add a unit of measurement to the direction in 2Go.</li> <li>• I know how to undo my last move.</li> <li>• I can use diagonal direction keys to move the characters.</li> <li>• I know how to create a simple algorithm.</li> <li>• I know how to debug my algorithm.</li> </ul>

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<p><b>UNIT 1.6</b> <b>Animated Story Books</b></p>	<p>Children will develop skills to create, organise, store, manipulate and retrieve digital content through the creation of their own animated story book.</p>	<ul style="list-style-type: none"> <li>• I can use the different drawing tools to create a picture on the page, as well as add text to a page and change the colour, font and size of the text.</li> <li>• I can save my work.</li> <li>• I can add animations to their picture and sounds to the page.</li> <li>• I can add a background to the page.</li> <li>• I can use the copy and paste function to add more pages to my animated e-book.</li> </ul>
<p><b>UNIT 1.7</b> <b>Coding</b></p>	<p>Children will be introduced to coding through 2Code and use it to create simple programs. They will predict what will happen when instructions are followed and understand that computer programs work by following instructions called code. They will understand what backgrounds and objects are and how to use the scale properly when designing scenes for programs. Children will begin to understand how code executes when a program is run, then will plan and make their own computer program.</p>	<ul style="list-style-type: none"> <li>• I can arrange code blocks to create a set of instructions.</li> <li>• I can use event, object and action code blocks.</li> <li>• I notice when their code executes when my program is run.</li> <li>• I can edit a scene by adding, deleting and moving objects.</li> <li>• I can change the size of objects using the properties table.</li> <li>• I can use code to make the program I have designed work.</li> </ul>
<p><b>UNIT 1.8</b> <b>Spreadsheets</b></p>	<p>Children will be introduced to spreadsheets and understand what a spreadsheet looks like. They will be able to be able to navigate around a spreadsheet and enter data, learning new vocabulary along the way. Children will learn to add clipart images to a spreadsheet, use the 'move cell', 'lock', 'speak' and 'count' tools.</p>	<ul style="list-style-type: none"> <li>• I can explain what rows and columns are.</li> <li>• I can enter data into cells.</li> <li>• I can open the Image toolbox and find and add clipart.</li> <li>• I can use and understand the function of the 'move cell' and 'lock' tools.</li> <li>• I can use the 'lock' tool to prevent changes to cells.</li> <li>• I can add the count tool to count items.</li> </ul>
<p><b>UNIT 1.9</b> <b>Technology Outside School</b></p>	<p>Children will be encouraged to consider how technology is used outside of the school environment. To help do this, the children go on a walk around their local community and record examples.</p>	<ul style="list-style-type: none"> <li>• I will be able to explain what is meant by 'technology'.</li> <li>• I will consider types of technology used in school and out of school.</li> <li>• I will recorded examples of where technology is used away from school.</li> </ul>