Computing – Year 1 – Computer Science

Key Vocabulary

Instructions, Algorithm, Action, Code, Command, Event, Execute, Input, Background, Debug

Key Knowledge
Children can be taught key knowledge by following the steps below:

1. Pupils recap key rules relating to the use of technology
2. Pupils know how to log onto Purple Mash
3. Pupils know that an algorithm is a set of instructions.
4. Pupils know that an algorithm for a computer is called a program.
5. Pupils understand what objects and actions are.
6. Pupils understand what events are.
7. Pupils understand what backgrounds and scale is.

Key Skills

Year 1
- Pupils use code to make a computer program
- Pupils are able to de-bug their instructions.
- Pupils can make logical attempts to fix the code.
- Pupils begin to read code

- **Prior Knowledge – Reception**
- Pupils know that information can be retrieved from computers.
- Pupils use simple computer programs.

ELG - PSED
- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge

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Development Matters 2020 – Nursery
- UW - Explore how things work.
- PD - Match their developing physical skills to tasks and activities in the setting.

Suggested Activities

- Re-cap the Reception activity of: Human Robots, They give a partner instructions to help them move around the room and collect specific items.
- Re-cap the Reception activity of: Arrow Keys Game (Found on Purple Mash, Teachers, Computing Scheme of Work, Reception, General Computing Skills)
- Complete Purple Mash unit 1.7 - Coding

This will lead to . . .

Year 2

Pupils can explain what an algorithm is.

Pupils can create a simple program for a specific purpose. E.g. Use 2Code to navigate around the screen.

Pupils can identify parts of a program that respond to specific events and initiate specific actions, E.g. Use 2Code to make the character speak.

Pupils are able to make *cause and effect* statements.

Pupils can read simple code