



As a Year 1 Computer Scientist I will know...

Computing systems and networks

that technology is something that can help us
 how to identify examples of technology
 how to recognise that a computer is an example of technology and name the main parts
 that choices are made when using technology
 why rules are needed when using technology

Creating media - Digital painting

the effect of different freehand tools
 that computers can be used to create art
 a tool can be adjusted to suit my need
 when it is appropriate to use each tool
 my choices can have an impact

Creating media - Digital writing

that a keyboard is used to enter text into a computer
 that the shift key changes the output of a key
 text can be changed
 the appearance of text can be changed
 that there will be an impact of choices made
 how to compare painting on a computer with painting using brushes

Data and Information - Grouping Data

that objects can be counted
 that information can be presented
 that information can be presented in different ways

Programming A - Moving a robot

that some words can be enacted
 how to explain what a given command does
 how to match a command to an action
 how to understand that a program is a set of commands that a computer can do
 how to recall a series of instructions can be issued

Project Evolve

self image and identity
 online relationships
 online reputation
 online bullying
 managing online information
 health, wellbeing and lifestyle
 privacy and security
 copyright and ownership



As a Year 1 Computer Scientist I can...

- **Computing systems and networks**
- choose a piece of technology to do a job and recognise that some technology can be used in different ways
- identify the main parts of a computer and use a mouse in different ways and a keyboard to type and edit text
- show how to use technology safely
- use a mouse in different ways
- use a keyboard to type
- recognise that some technology can be used in different ways

digital painting

- create a picture using freehand tools
- use shape and line tools when precision is needed
- use a range of paint colours
- use the fill tool to colour an enclosed area
- use the undo button to correct a mistake
- combine a range of tools to create a piece of artwork



As a Year 1 Computer Scientist I can...

programming A

- enact a given word
- predict the outcome of a command on a device
- list which commands can be used on a device
- run a command on a floor robot
- choose a command for a given purpose
- choose a series of words that can be enacted as a program
- choose a series of commands that can be run as a program
- build a sequence of commands in steps
- combine commands in a program
- run a program on a device

Data and Information - Grouping Data

- To identify some attributes of an object
- To collect simple data
- To show that collected data can be counted
- To describe the properties of an object
- To choose an attribute to group objects by
- To group objects to answer questions
- To explain that objects can be grouped by similarities (attribute)
- To describe a group of objects (based on commonality)



As a Year 1 Computer Scientist I can...

digital writing

- use letter, number and space bar to enter text into a computer
- use punctuation and special characters
- select text
- use backspace to remove text
- position the text in a chosen location
- choose options to achieve the desired effect
- select text
- change the appearance of text on a computer
- use undo arrows

Project Evolve