

Year 1 - Skills & Knowledge Progression By Strand

Year	Multimedia	Programming	Online	E-Safety	Data
1	<p>Unit 1: Graphics Use ICT to generate ideas for their work.</p> <p>Use various tools including brushes, pens, lines, fill, spray and stamps. -</p> <p>Use save, retrieve, amend and print.</p> <p>Unit 2: Text (Word Processing) Use the spacebar, back space, enter, shift and arrow keys.</p> <p>Start to use two hands when typing.</p> <p>Word process short texts, rather than copying up written work.</p>	<p>Unit 1: Bee Bot Give and follow instructions, which include straight and turning commands, one at a time.</p> <p>Explore outcomes when instructions are given in sequence.</p> <p>Give a simple sequence of instructions.</p> <p>Unit 2: Bee Bot Discuss/explore what will happen when instructions are given in a sequence.</p> <p>Give a sequence of instructions to complete a simple task.</p> <p>Instructions use both movement commands and additional commands.</p>	<p>Websites Talk about websites they have been on.</p> <p>Explore a website by clicking on buttons, arrows, menus and hyperlinks.</p> <p>Navigate 'back' by clicking on the 'back' button.</p> <p>Complete a search under the supervision of adults.</p>	<p>Make decisions about whether or not statements or images found on the internet are likely to be true.</p> <p>Identify different devices that can go on the internet, and separate those that do not.</p> <p>Identify what things count as personal information.</p>	<p>Know that images give information.</p> <p>Say what a pictogram is showing them.</p> <p>Put data into a program (pictogram).</p> <p>Sort objects and pictures in lists or simple tables.</p>

Year 1 - Key Knowledge Objectives – Programming

- Algorithms are sets of instructions for achieving goals
- Algorithms can describe everyday activities and can be followed by humans and by computers.
- Computers need more precise instructions than humans do.
- Computers are controlled by a sequence of instructions.
- A computer program is like the narrative part of a story, and the computer's job is to do what the narrator says. Computers have no intelligence, and so follow the narrator's instructions blindly.