Year 1 Computing Overview



Key Concepts	Vocabulary	Knowledge (specific facts or truth components. A	Skills (the use and application of composite
		knowledge statement will often contain	knowledge. A skill statement will often contain
NC PoS Reference		substantive, declarative or explicit knowledge.)	implicit, procedural and disciplinary knowledge.)
		Composite Knowledge	Components (small steps).)
Unit 1.1 – Online	Alert: A system that lets you know if you have something to look at.	To log in safely and understand why that	Children can log in to Purple Mash using their
Safety &	Avatar: A digital picture to represent someone.	is important.	own login.
	Button: An area where you click to make something happen.	I o create an avatar and to understand	Children have created their own avatar and
Exploring Purple	Device. A piece of electrical equipment made for a purpose. File Name: The name given to an online piece of work	• To be able to create a picture and add	Children can add their name to a nicture they
Mash - Safe	• Filter: A way of removing information you are not interested in	their own name to it	created on the computer
Loging	Home Screen: The home screen of a website is like the front page and	To start to understand the idea of	Children are beginning to develop an
Logins	contents page of a book.	'ownership' of creative work.	understanding of ownership of work online.
	 Icon: An image on a web page that you can click on to navigate to 	To save work to the My Work area and	Children can save work into the My Work folder
My Work Area	somewhere.	understand that this is private space.	in Purple Mash and understand that this is a
Wry Work Area	 Login: Using a username and password to access a system. 		private saving space just for their work.
	 Log out: Leaving a computer system. 		
Purple Mash	 Menu: A button which gives the user different options. 	 To learn how to find saved work in the 	Children can find their saved work in the Online
Topics	• My Work Area: The place on Purple Mash where your work is stored.	Online Work area.	Work area of Purple Mash.
Topics	Only	I o learn about what the teacher has	Children can find messages that their teacher
	you and your teachers can access this.	• To loarn how to soo mossages left by the	Children can search Burple Mash.
Purple Mash	Password: A series of letters, numbers and special characters that is	teacher on their work	
Tools	entered	To learn how to search Purple Mash to	
10018	after the username to access an online site. In Purple Mash, this can	find resources.	Children will be able to use the different types
	also be a		of topic templates in the Topics section
	series of pictures.	To become familiar with the types of	confidently.
	 Private: Keeping information restricted from other people. 	resources available in the Topics section.	 Children will be confident with the functionality
	• Purple Mash Tools: A selection of programs which help you carry out	To become more familiar with the icons	of the icons in the topic templates.
	different tasks.	used in the resources in the Topics	Children will know how to use the different
	Saving: Store your work as you create something so it can be accessed later	section.	Icons and writing cues to add pictures and text
	Search: A way of finding specific resources you want to look at	· To start to add pictures and text to work.	to their work.
	Shared Folder: An area to save your work that everyone in the class	To explore the Tools area of Purple Mash	
	can use.	and to learn about the common icons	Children have explored the Tools section on
	Textbox: A box in which to add words.	used in Purple Mash for Save, Print,	Purple Mash and become familiar with some of
	Think About Box: Information in a writing template which give you ideas	Open, New.	the key icons: Save, Print, Open and New.
	on	 To explore the Games area on Purple 	 Children have explored the Games section and
	what to write.	Mash.	looked at Table Toons (2x tables).
	I opic Area: A place on Purple Mash where you find activities all about	I o understand the importance of logging	Children can log out of Purple Mash when they
	sometning you are learning about.	out when they have finished.	nave finished using it and know why that is
II.4.1.0	functions	To sort items using a range of	important.
Unit 1.2 –	• Typing: The action of writing something on a computer.	criteria.	Children can sort various items offline using a
Grouping &	• Writing Template: A guide which a writer follows when doing some		variety of criteria.
Sorting - Sorting	writing.	To sort items on the computer	*
America of the	Activities: Tasks you do and complete.	using the 'Grouping' activities in	Children have used Purple Mash activities to
Away from the	Criteria: A way in which something is judged.	Purple Mash.	sort various items online using a variety of
Computer	Describe: To give a detailed account of something.		criteria.
1	• Equal: when two amounts are the same.		

Sorting on the	• Groups: Objects arranged and put together because they have features		
Softing on the	in		
Computer	common.		
	Less than: When an amount is smaller than another amount.		
	More than: When an amount is bigger than another amount.		
	 Sort: Put things together by features they have in common. 		
	Collect Data: Gathering facts and information.		
II.::412	 Compare: Looking at what is the same and what is different. 	To understand that data can be	Children can discuss and illustrate the
Unit 1.5 –	• Data: A collection of information, used to help answer questions.	represented in picture format	transport used to travel to school
Pictograms - Data	Pictogram: A diagram that uses pictures to represent data.	represented in plotare format.	Children can contribute to the collection of
in Distance	Record Results: Writing down what you have found out.	To contribute to a class pictogram	class data
III Pictures	Itle: The name given to a piece of work.		Children have used these illustrations to
	I otals: The whole number or amount of something.	To use a pictogram to record the	create a simple pictogram.
Class Distogram	Visual: Using your eyes to see something.	results of an experiment.	
Class Fictogram	Algorithm: a precise, step-by-step set of instructions used to solve a		Children can contribute to a class pictogram.
	problem		Children can discuss what the pictogram
Recording Results	or achieve an objective.		shows.
Recording Results	• Code: Instructions that a programmer enters into a computer that cause		
	line		
	• Computer: An electronic device for storing and processing data		Children can collect data from rolling a die 20
	Computer. An electronic device for storing and processing data. Debugging: To find and remove errors from computer bardware or		times and recording the results.
	software		 Children can represent the results as a
	 Instructions: detailed information about how something should be done 		pictogram.
Unit 14 – Lego	or	To emphasise the importance of	Children know that to achieve the effect they
	operated	following instructions.	want when building something, they need to
Builders -	Machine: A moving mechanical device made to do a task making work		follow accurate instructions.
Following	easier	To follow and create simple	 Children know that by following the
Instructions	for people.	instructions on the computer.	instructions correctly, they will get the correct
instructions	Program: An algorithm that has been coded into something that can be		result.
	run	To consider how the order of	 Children know that an algorithm is a precise,
Following and	by a machine, e.g., a computer or a robot.	instructions affects the result.	step-by-step set of instructions used to solve
Following and	• Recipe: A set of instructions which describes how to prepare a dish of		a problem or achieve an objective.
Creating Simple	food.		Oblighter and fallers instructions in a second state
Instructions on the	• Sequence: Putting things in an order which follows on from one thing to		Children can follow instructions in a computer
	the		program.
Computer	next.		 Children can explain the effect of carrying out a task with no instructions
	Algorithm: a precise, step-by-step set of instructions used to solve a		Children know that computers need procise
TT 1 1	problem		instructions to follow
10 consider how	or achieve an objective.		Children know that an algorithm written for a
the order of	Challenge: A task to be completed.		computer to follow is called a program
instructions	Command: An action such as left command.		
mstructions	Delete: Removes something such as an instruction.		Children understand how the order in which
affects the result.	• Direction: The path that something travels. For example, a robot		the steps of a recipe are presented affects the
	i noving ferwarda, baakwarda ar diagonal		outcome.
	I lorvarus, backwarus or ulagonal.		Children can organise instructions for a simple
			recipe.
	operated		Children know that correcting errors in an
	• Left and Right: A position which relates to something. For example		algorithm or program is called 'debugging'.
Unit 1 5 – Maze	make the	To understand the functionality of	Children know how to use the direction keys
	fish move left of the screen.	the basic direction keys in	in 2Go to move forwards, backwards, left and
Explorers -	Route: A path an object or thing takes to get somewhere	Challenges 1 and 2.	right.
Challenges 1 and	• Undo: If we make a mistake, we can press the undo button	To be able to use the direction keys	Children know how to add a unit of
	• Unit: A unit such as make the turtle move 2 units (squares)	to complete the challenges	measurement to the direction in 2Go
2	Animation: An object that moves on screen.	successfully.	Challenge 2.
			Children know how to undo their last move.

	• Background: An image inserted into a file that sits behind text, objects,	To understand the functionality of	Children know how to move their character
	or	the basic direction keys in	back to the starting point.
Challenges 3 and	buttons.	Challenges 3 and 4.	
4	Category: A place where similar files are found. For example, Animals	 To understand how to create and 	Children can use diagonal direction keys to
	Category where animal images can be found.	debug a set of instructions	move the characters in the right direction.
	 Clip-art gallery: A place in software such as 2Create a Story where a 	(algorithm).	 Children know how to create a simple
Challenges 5 and	library		algorithm.
6	of images can be found and inserted into a file.	To use the additional direction keys	 Children know how to debug their algorithm.
0	• Copy: A feature that lets users copy things like text, images, sounds.	as part of their algorithm.	
	• Drop-down menu: A menu where a list of choices is displayed.	To understand how to change and	Children can use the additional direction keys
Satting Mora	• E-book: A book that can be read on the computer or on a tablet.	extend the algorithm list	to create a new algorithm.
Setting More	• Edit: Edit means to change something. For example, change some text	To create a longer algorithm for an	Children can challenge themselves by using
Challenges		activity.	the longer algorithm to complete challenges
C	Improve it.	To may take on annowing the family of	Children and shares the bestern und increase
	• Eraser: In some software like 2Greate a Story, erasers are used to	To provide an opportunity for the	Children can change the background images
	remove	children to set challenges for each	in their chosen challenge and save their new
	• Easturge: In 20reate a Story there are features such as animation and	• To provide an opportunity for the	Children have tried each other's shallonges
	sound	teacher to add these challenges to a	Children have thed each other's challenges.
	• Font: The style of text used in a piece of writing on a computer or	display board for the class to try	
Unit 1 C	tablet.	To understand the differences	Children know the difference between a
Unit 1.0 –	Sound: Sounds can be uploaded into software from a file or created.	between traditional books and ebooks.	traditional book and an e-book.
Animated Story	• Overwrite: When opening a previous file, users can make changes and	To explore the tools of 2Create a	Children can use the different drawing tools
Books - Drawing	save,	Story's My Simple Story level.	to create a picture on the page.
Dooks Drawing	which overwrites the file.	To save the page they have created	Children can add text to a page.
and Creating	Paint tools: Lets a user create drawings in software such as 2Create a		
	Story.	To add animation to a picture.	Children can open previously saved work.
Animation	Paste: A feature that pastes copied items.	 To play the pages created so far. 	 Children can add an animation to a page.
Ammation	• Play Mode: A mode that plays a file such as 2Create a Story.	To save the additional changes and	Children can play the pages created.
	• Redo: If a user has clicked undo by mistake, they can click on redo.	overwrite the file	Children can save changes and overwrite the
Sounds and Moral	• Save: Files such as 2Create a Story, can be saved in a folder so work	To add a second off of the substance	file.
Sounds and More:		To add a sound effect to a picture.	Children can add a cound to the page
	Note: • Sound offect: A sound other than speech or music made for use in a	• To add a voice recording to the	Children can add voice recording to the page.
Making a Story		• To add created music to the picture	Children can create music for a page.
Making a Story	film or computer file	· To add created music to the picture	· Children can create music for a page.
	• Text: Words letters numbers or symbols entered into a computer	To add a background to the story	Children can add a background to the page
Copy and Paste	such as	To demonstrate a good	Children can use the additional drawing tools
1.5	writing text in 2Create a Story.	understanding of all the tools they	on My Story mode.
	• Undo: When a user makes a paint mark for example, this can be	have used in 2Create a Story and	Children can change the font style and size.
	undone with	use these successfully to create	, i i i i i i i i i i i i i i i i i i i
	the undo button.	their own story.	Children can use the copy and paste function
	• Voice recording: In software such as 2Create a story, users can record		to add more pages to their animated e-book.
	their	To use the copy and paste feature	Children can share their e-books on a class
	voice and insert it into the file.	to create additional pages.	story book display board.
	Action: the way that objects change when programmed to do so. For	To continue and complete an	
	example, move.	animated story.	
	• Algorithm: a precise, step-by-step set of instructions used to solve a	I o create a class display board of	
	problem	the story books created by the	
	Backaround: In 20ode the backaround is an image in the design that	UIdSS.	Children con give and follow instructions
Unit 1.7 – Coding		To understand what instructions are. To predict what will happen when	Children can draw symbols to represent
– Instructions	not change.	instructions are followed	instructions
	Click: This describes the action of clicking a mouse pointer on the	To understand that computer	Children can arrange code blocks to create a
	screen or	programs work by following	set of instructions
	tapping with a finger on a touch screen.	instructions called code.	
h			

Objects and	Code: Instructions that a programmer enters into a computer that cause		Children can create a program using code
Objects and	the	To use code to make a computer	blocks.
Actions	computer to perform a certain way.	program.	 Children can use object and action code
	 Code blocks: A way to write code using blocks which each have an 	 To understand what objects and 	blocks.
Evente	object or	actions are.	
Events	an action		Children can create a simple program using
	• Coding: writing instructions that the computer can process (understand)	To understand what an event is.	code blocks.
When Code		• To use an event to control an object.	Children can use event, object and action code
	make programs (software).	To understand what an event is	DIOCKS.
Executes	make	• To begin to understand how code	Children can create a simple program using
	the program	executes when a program is run	code blocks
Sotting the Seene	Command: A single instruction in 2Code.		Children can use event, object and action code
Setting the Scene	• Debug\ Debugging: Fixing code that has errors so that the code will run	To understand what backgrounds	blocks.
	the	and objects are.	Children can notice when their code executes
Using a Plan	way it was designed.	 To understand how to use the scale 	when their program is run.
Using a Fian	Design View: The view in 2Code that shows what the program looks	property.	
	like to		Children can edit a scene by adding, deleting
	the user.	 To plan a computer program. 	and moving objects.
	• Event: An occurrence that causes a block of code to be run. The event	 To make a computer program. 	Children can change the size of objects using
	Could		the properties table.
	be the result of user action such as the user pressing a key or clicking		Children een ereste e design plan for their
	ure corean. In 2Code, the event commands are used to create blocks of		Free Code Scope program
	code that		Children can use code to make the program
	are run when events happen.		they have designed work
Unit 1.8	• Execute: This is the proper word for when you run the code. We say.	To understand what a spreadsheet	Children can navigate around a
0 mt 1.8 –	'the	looks like.	spreadsheet.
Spreadsheets -	program (or code) executes.'	 To be able to navigate around a 	Children can explain what rows and
Introduction to	 Instruction: detailed information about how something should be done 	spread sheet and enter data.	columns are.
Serves dala sets	or	 To learn new vocabulary related to 	Children can save and open sheets.
Spreadsheets	operated.	spreadsheets.	Children can enter data into cells.
	• Object: Items in a program that can be given instructions to move or	To odd elinert improve to e	Children can appen the langue toolhow and
Adding Images to	change	To add clipart images to a	Children can open the image toolbox and
	• Output: Information that comes out of the computer e.g. sound that	• To use the 'move cell' and 'lock'	Children can use the 'move cell' tool so that
a Spreadsheet and	comes		images can be dragged around the
Using the Image	out of the speakers.		spreadsheet.
Toolbox	Plan: When coding, a plan means including the objects and actions into	To use the 'speak' and 'count' tools	Children can use the 'lock' tool to prevent
100100X	a	in 2Calculate to count items.	changes to cells.
	written document that shows what the program should look like (the		
Using the 'Speak'	design)		Children can give images a value that the
and 'Count' Tools	and what the objects should do (the actions).		spreadsheet can use to count them.
and Count Tools	Programmer: A person who writes computer programs. Sometimes		• Children can add the count tool to count
in 2Calculate to	codor		Items.
Count Items	• Properties: These determine the look and size of an object. Each object		items are counted out loud
	has		Children can use a spreadsheet to help
	properties such as the image, scale and position of the object.		work out a fair way to share items
	• Run: This is what you do when you click the Play button in 2Code: The		(Extension)
Unit 1 0	program runs.	To find and understand examples	Children understand what is meant by
Unit 1.7 –	 Scale: This is a property of an object that changes its size. 	of where technology is used in the	'technology'.
Technology	• Scene: In 2Code, this is the combination of the background and objects	local community	Children have considered types of technology
outside school -	in a		used in school and out of school.
	program.	To record examples of technology	
		outside school.	Children have recorded 4 examples of where

What is - Software: The programs that no on a computer that are used by technology: technology: Prechnology: - Software: The programs that no on a computer that rates a noise. - South An output from the computer that rates a noise. - South An output from that are used by Prechnology: - Software: The programs that nuese a noise. - South An output from the computer that rates a noise. - South An output from the computer that rates a noise. - South An output from the computer that rates a noise. Outside school. Buttor: An object you click that performs an action. E.g., print. - Calculations: Math scoulations canth the collation that appears in a new coll. - Calculations: Math scoulations canth scoulation that appears in a new coll. - Calculations: - Call: An individual section of a spreadsheet grid. It contains data or calculations. - Calculate, this sourch the number of cells with a value that mathers the value of the cells to the left of the tool. - Data: A collection of information, used to help answer questions. - Delete: Removes contents such as the contents in a coll. - Lock cell: This feature lets a user into a cell containing a number of cells and perform an action such as is contents cant be deleted. - Now cell. - Lock cell: This feature lets a user can report into a file. - Lock cell: This feature lets a user into a cell containing a number of cells and perform an action such as is contents of a cell containing a number of a cell containing a number each due ta changes. - Speak t			
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Computer: An electronic device for storing and processing data.		Computer: An electronic device for storing and processing data.	
Technology: Science and engineering knowledge put into practical use		 Technology: Science and engineering knowledge put into practical use 	
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solve problems or invent useful tools.		solve problems or invent useful tools.	