Computing Curriculum Overview - Year 1

	Unit	Details
Autumn One	Computer Systems and Networks	Pupils will become more familiar with the different components of a computer by developing their keyboard and mouse skills, and will also start to consider how to use technology responsibly.
Autumn Two	Programming A - Moving a Robot	This unit introduces pupils to early programming concepts. Pupils will explore using individual commands, both with other pupils and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs.
Spring One	Creating Media - Digital Painting	This unit empowers pupils to create their own paintings, while getting inspiration from a range of other artists. Pupils will consider their preferences when painting with, and without, the use of digital devices.
Spring Two	Computational Thinking	This unit gets pupils to create hand clapping, hand tutting or hand jive sequences of movements. Pupils break the sequence of actions down into parts and in doing so are decomposing. Pupils link this idea to breaking problems down when creating computer programs such as animations or games.
Summer One	Creating Media - Digital Writing	Pupils will familiarise themselves with typing on a keyboard and will begin to use tools to change the look of their writing, and then they will consider the differences between using a computer and writing on paper to create text.
Summer Two	Data and Information - Grouping Data	In this unit, pupils will demonstrate that they can count a small number of objects, before and after the objects are grouped. They will then begin to demonstrate their ability to sort objects into different groups, based on the properties they choose. Finally, pupils will use their ability to sort objects into different groups to answer questions about data.