Computing in Key Stage 1

Technology around us:

- I can name the main parts of a computer & can switch on & log into it.
- I can use a mouse to open a program, click and drag to move objects and create a picture.
- I can identify rules to keep us safe and healthy when we are using technology in and beyond the home.

Digital Painting:

- I can use the freehand, line & shape controls to draw or recreate a picture.
- I can explain the tools I have used, comparing what I have done to others.

Moving a Robot:

- I can predict, run and explain what a given command on a computer will do
- I can compare and experiment with turn and move commands.
- I can plan a simple program and debug my programme when problems occur.

Grouping Data:

- I can compare, group and answer questions about groups of objects.
- I can describe the properties of objects, finding similarities & differences.

Digital Writing:

- I can use a computer to write, add and remove text, including using the back space and space bar.
- I can change the look of text on a computer, including bold, italic, underline and changing the colour and font of text.
- I can explain the effect of changing text on my work.

Programming Animations:

- I can choose a command for a specific purpose,
- I can link these commands in a series to perform several actions.
- I know what a sprite is and can use it within my project.
- I can add programming blocks based on my algorithm and then test the program I have created .