KNOWLEDGE OVERVIEW GRID								
		Subject: Con	nputing		Year Group: 1			
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
BRAMHOPE COMPANY TO THE STATE OF THE STATE O	Hour of Code Block 1 Course A	Theory Technology Around Us	Hour of Code Part 2 Course A	Microsoft Word	Digital Paint	Beebots.		
NC Objectives Covered (Taken directly from the National Curriculum)	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Select, use and combine a variety of software to design and create a range of programs, systems and content. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Select, use and combine a variety of software to design and create a range of programs, systems and content. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.		
Digital Literacy Strand	Privacy and Security AUP Password settings	Online Relationships and Online bullying.	Health Well Being	Self-Image and Identity	Managing Online Information. Copywrite	Online reputation		
Previous Knowledge -What have children learnt previously that will support this next step?	No previous Hour of Code knowledge. Some experience with Algorithms using Beebots	Some use of mouse in EYFS?	Some Hour of Code Autumn 1.	None in school.	New unit 2023-2024	Some use EYFS Summer 2.		
Misconceptions -What are the common misconceptions in knowledge for this unit?	Sharing the work – driver navigator video worth showing – link below. Touching the screen instead of using keyboard. That computers can't read between lines – actually they just do what we ask of them. Not knowing what a password does.	Upper and lowercase letters and the impact these can have on logging in. Letters are not in alphabetical order. The letters are all capitals. Some of the keys have more than one thing on them .	Sharing the work – driver navigator. Touching the screen instead of using keyboard. That computers can read between lines – actually they just do what we ask of them Not understanding that all families have different rules and that it works best when there is a set of agreed family boundaries.	Upper and lowercase letters and the impact these can have on logging in. Letters are not in alphabetical order. The letters are all capitals. Some of the keys have more than one thing on them	New unit 2023-2024	That computers can read between lines – actually they just do what we ask of them.		

Learning	1. Acceptable Use Policy	1. Can I learn about	1Recap features of good	1What is the purpose of word –	1. How can we paint using computers?	Can I understand buttons on Beebots?
	Lesson. Recap features of	technology in our	programming – e.g good	how do computers help us with	2. Can I use shapes and lines?	
Sequence	good programming – e.g	classroom?	partner work (driver	writing? Can I explore the	3. Can I make careful choices?	Can I understand how to change direct?
-Detail the learning	good partner work (driver	2 Can I understand how	navigator), what good	keyboard?	4. Can I explain why I used a tool?	
sequence using key	navigator), what good	we use technology?	programming looks like, what to do if I'm stuck.	2. Can I add and remove text?	5. Can I use my skills in an independent project?	Can I go forward and backwards?
questions in an ordered	programming looks like,	3. Can I develop mouse skills	Driver navigator video	3. Can I explore the toolbar?	6. Can I compare computer art and painting?	
sequence.	what to do if I'm stuck.	4. Can I use a computer	Driver Havigator video	4. Can I make changes to the		Can I use 4 directions?
-The questions should	Driver navigator video	keyboard?		text?		
have a sequential build up		5. Can I develop	2 Com Loren In anno seith	5. Can I explain my choices?		Can I get there?
to answer the overall		keyboard skills?	2. Can I use loops with Scratch?	6. Can I decide between pencil		
learning challenge.	2. Can I learn how to drag	6. Do I know how to use	Scratch:	and keyboard?		Can I create different routes?
	and drop?	a computer responsibly?	3. Can I do loops with Lauel?		E Safety Warm Up content:	
Red= Declarative			3. Can I do loops with Laueir			
knowledge ('knowing	3. Can I use Happy Maps -		4. Can I make an ocean	E Safety Warm Up content:		
that')	unplugged?		scene using loops?		I can explain why work I create using technology	E Safety Warm Up content:
,		E Safety Warm Up	scelle using loops:		belongs to me.	
Blue= procedural	4. Can I sequence with	content:	5. Can I learn about Event	I can recognise that there may		
knowledge ('knowing	Scratch		blocks (offline)?	be people online who could	I can say why it belongs to me	I can recognise that information can stay online and
how')			blocks (offilie):	make someone feel sad,		could be copied.
now,	5. Can I programme with		6. Can I create a mini	embarrassed or upset.	I can save my work under title so people know it	
	Scratch	I can describe how to	project?	Cinacination of appear	belong to me.	I can describe what information I should not put
		behave online in ways	project:	If something makes me feel this		online without asking a trusted adult first.
	6.Can I programme with	that don't upset others.		way, I can give examples of	I understand work created by others doesn't belong to	
	Rey?			when and how to speak to an	me even if I make a copy.	
		I can use internet with		adult I trust.		
		adult support.		addit i trust.		
			E Safety Warm Up content:			
	E Safety Warm Up content:		L Salety Walli op content.		I can give e.g.s of how to find information using digital	
					technologies e.g search engines	
	Know that Passwords	I can explain why it is	I can explain rules sot keep		and the second s	
	protect information,	important to be kind and	myself safe when using		I know that we encounter a range of things online that	
	accounts, devices.	considerate	technology in and out of		we like and don't like and which are reach or make believe.	
			home.		believe.	
	Detailed examples of what	I can explain why			I know how to get help from a twested adult	
	personal information is.	somebody may find			I know how to get help from a trusted adult.	
		something funny that is				
		not seen same way as others.				
		oulers.				
	Why it is important to ask					
	an adult before giving					
	information	I can given examples of				
		why I should ask				
		permission.				
		permission				
		l		l		

Curriculum End Points -What will children know and be able to do by the end of the unit? -What will the children produce to demonstrate this knowledge?	Course A Lessons 1-6 completed. Each lesson allows for completion of Hour of Code task to meet procedural knowledge.	Children have an understanding of technology that we use in society and have developed their keyboard skills.	Course A Lessons 6- 12 completed. Each lesson allows for completion of Hour of Code task to meet procedural knowledge.	Children create a poster using previously scaffolded content loaded onto pupil desktop.	Children complete piece of their own artwork using shapes/lines different brushes etc.	Children can control Beebot and create their own route and guide their Beebot to reach it.
	I know that the features of	I know that a computer	I know that the features of	I know that Microsoft Word is a	I know that we can use paint to make our own design	Algorithms are a set of rules to be followed in order
Sentences -Using the end points, what are the key statements children need to remember by the end of the unit? (I know that) (To share with children when it is taught during the unit)	good programming include: 1) thinking about the most efficient way to achieve an outcome. 2) be able to test that your code works effectively. To make my programme work I must: 1. Drag and drop	needs a screen, a keyboard and a mouse.	good programming include: 1) thinking about the most efficient way to achieve an outcome. 2) be able to test that your code works effectively. To make my programme work I must: 1. Drag and drop 2. Use loops	piece of software to create text documents. I can use Microsoft word to: 1. Add and remove the text.	or alter another image by drawing shapes and lines.	Algorithms are a set of rules to be followed in order. Algorithms are used to control electronic devices such as an iPad. Algorithms must follow a set of clear instructions. To be safe online, I must: 1) Alert an adult if something worries me. 2) Always be with an adult when on a device. 3) Turn the off the device if something worries me. I know that acceptable behaviour when using technology is: 1) Look after the device. 2) Listen to the adult who will help me. 3) Not to talk to strangers online. 4) Use respectful language.
Key Vocabulary (To share with children and add to working walls/knowledge mats)	Event blocks Block coding Debug Algorithim	Mouse Keyboard Space bar etc.	Event blocks Block coding Debug Algorithim	Mouse Keyboard Space bar etc. Text. Delete/Backspace.	Shapes, lines, brushes.	Forwards, backwards, routes, Algorithm, debug.
Enrichment Activities (trips, residentials, speakers, SMSC)	Digital Leader assembly	Digital Leader assembly Parent Workshop linked to Parents evening.	Change One Thing Competition Digital Leader Parent Presentation ' Parenting in a digital world'. (SharePoint/Annual Events)	Digital Leader assembly	Digital Leader assembly	Digital Leader assembly
Physical Resources (artefacts)	Hour of Code Course A Digiduck	1 Techonology Around Us	Hour of Code Course A Digiduck	Teach Computing Digital Writing	Microsoft Painting KS1 Digiduck	KS1 Beebots Digiduck

		<u>Teach Computing Files on</u> Theory Unit				
Cross Curricular learning (Include opportunities for writing and quality texts)	NA	NA	Change One Thing Competition Link	NA	Link to art - Kadinsky.	
Local Learning including outdoor learning	NA					
Opportunities for cultural Diversity	NA				PowerPoint linked to history/science/geography topic.	