Mersey Park Primary School Computing Long Term Overview – Year 1



Scheme of Work	Target Tracker Assessment Focus	Weaving Knowledge, Skills and Understanding		
	Computers			
Images/PicturesGames GaloreInternet ResearchInterpreting Pictograms	Recognise common uses of information technology in the home and school environment			
Using Computer				
 Images/Pictures Games Galore Internet Research Interpreting Pictograms 	Use technology purposefully to create digital content	 Can they capture images with a camera? Can they print out a photograph from a camera with help? Can they enter information into a template to make a graph? Can they talk about the results shown on a graph? Can they word process ideas using a keyboard? Can they use the spacebar, back space, enter, shift and arrow keys? Can they print out a page from the internet? Can they use the internet for learning and communicating with others, making choices when navigating through sites? 		
	e-Safety			
 Rising Stars e-Safety Online Safety 	Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	 Do they know that websites sometimes include pop-ups that take them away from the main site? Can they begin to evaluate websites and know that everything on the internet is not true? Do they know that personal information should not be shared online? Do they know they must tell a trusted adult immediately if anyone tries to meet them via the internet? Can they follow the school's safer internet rules? Can they use the search engines agreed by the school? Can they act if they find something inappropriate online or something they are unsure of (including identifying people who can help; minimising screen; online reporting using school system etc)? Can they recognise advertising on websites and learn to ignore it? Can they use a password to access the secure network? 		

Coding		
Games GaloreControlling a Programmable Toy	 Predict the behaviour of simple programs Understand what algorithms are and how they are implemented on digital devices 	 Can they create a simple series of instructions - left and right? Can they record their routes? Do they understand forwards, backwards, up and down? Can they put two instructions together to control a programmable toy? Can they begin to plan and test a Bee-bot journey?