Year 1: Computing

Key Facts & Skills	
Digital Citizenship and Online Safety	I can recognise that there may be people online who could make me feel sad, embarrassed or upset. If something happens that makes me feel uncomfortable, I know to speak to an adult I can trust. I can describe what information should not be put online without asking a trusted adult first. I can recognise more detailed examples of information that is personal to me (e.g. where I live, my family's names, where I go to school). I can explain how **passwords** can be used to protect information and devices. I can explain rules to keep us safe when we are using technology and I can give examples of some of these rules.
Digital Literacy	I can use a mouse or tracker pad I can switch on and shutdown a computer safely I can launch an application and manipulate windows I can save a file I can drag objects I can create, name and date my digital creative work I can use a digital camera independently. I can type on a keyboard I can type a simple sentence on screen using a word bank. I can alter my writing in a number of ways; size, colour, font etc. I can move to different places within text using the arrow keys or mouse. I can use the 'undo' icon to fix a mistake.
Computer Science	I know and can tell you what an **algorithm** is. I know that a **program** is a precise set of instructions. I can give and follow instructions. I can plan a simple algorithm. I can create a simple program. I can **debug** a simple program. I can break a problem down into smaller parts (chunking)
Information Technology	I can open a **browser** and use simple keywords in **search engines**. I can explain why work I create using technology belongs to me (e.g. 'it's my idea' or 'I designed it'). I can log on and off the school network using my individual username and **password.** I can use online resources for research. I can safely surf for images online I understand how to communicate safely online

Vocabulary

Password	A string of characters that allows access to a computer
Algorithm	A set of written instructions to solve a problem
Program	An algorithm that has been translated into commands the computer can understand
Debug	Identify and fix errors in a program
Browser	A computer program used to navigate the world wide web
Search Engine	A program that searches key words against a database typically to find websites

Useful Websites and Other Resources

Childnet:
www.childnet.com

Education for a Connected World (GOV):
https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/759003/Education_for_a_connected_world_PDF.PDF

Hector's World:
http://www.hectorsworld.com/

BBC Bitesize KS1:
https://www.bbc.com/bitesize/subjects/zyhbwmn

Hour of Code:
https://code.org/learn

Child-friendly Visual Search Engine:
https://www.kiddle.co/