

Suggested prior learning Computing systems and networks 1: Using a computer

Unit hub

<u>Computing systems and networks: Improving mouse</u> skills:

Intended outcome of the unit

Pupils who are **secure** will know how to:

Use computers more purposefully

Log in and navigate around a computer

Drag, drop, click and control a cursor using a mouse

Use software tools to create art on the computer

Key Vocab	
account click clipart computer drag drag and drop layers log off log on	mouse password predict resize screen (monitor) software tool username

Week 1	Week 2	Week 3	Week 4	Week 5
Lesson 1: Logging in	Lesson 2: Click and drag skills	<u>Lesson 3: Drawing</u> <u>shapes</u>	<u>Lesson 4: Drawing a</u> story	Lesson 5: Self-portrait
To log in to a computer and access a website.	To develop mouse skills.	To use mouse skills to draw and edit shapes.	To draw a scene from a story using digital tools.	To create a self-portrait using digital techniques.

Suggested Next Steps

Computing systems and networks 1: What is a computer?

Unit specific links:

Knowledge organiser: Computing - Y1 Improving mouse skills

Vocabulary display: Improving mouse skills