



Computing Skills Overview for Year 1

Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B Programming animations
<ul style="list-style-type: none"> • I can explain how these technology examples help us • I can explain technology as something that helps us • I can locate examples of technology in the classroom • I can name the main parts of a computer • I can switch on and log into a computer • I can use a mouse to click and drag • I can click and drag to make objects on a screen • I can use a mouse to create a picture • I can use a mouse to open a program • I can save my work to a file • I can say what a keyboard is for • I can type my name on a computer • I can delete letters • I can open my work from a file • I can use the arrow keys to move the cursor • I can discuss how we benefit from these rules 	<ul style="list-style-type: none"> • I can draw lines on a screen and explain which tools I used • I can make marks on a screen and explain which tools I used • I can use the paint tools to draw a picture • I can make marks with the square and line tools • I can use the shape and line tools effectively • I can use the shape and line tools to recreate the work of an artist • I can choose appropriate shapes • I can create a picture in the style of an artist • I can make appropriate colour choices • I can choose appropriate paint tools and colours to recreate the work of an artist • I can say which tools were helpful and why • I know that different paint tools do different jobs 	<ul style="list-style-type: none"> • I can match a command to an outcome • I can predict the outcome of a command on a device • I can run a command on a device • I can follow an instruction • I can give directions • I can recall words that can be acted out • I can compare forwards and backwards movements • I can predict the outcome of a sequence involving forwards and backwards commands • I can start a sequence from the same place • I can compare left and right turns • I can experiment with turn and move commands to move a robot • I can predict the outcome of a sequence involving up to four commands • I can choose the order of commands in a sequence • I can debug my program • I can explain what my program should do • I can identify several possible solutions • I can plan two programs 	<ul style="list-style-type: none"> • I can describe objects using labels • I can identify the label for a group of objects • I can match objects to groups • I can count a group of objects • I can count objects • I can group objects • I can describe an object • I can describe a property of an object • I can find objects with similar properties • I can count how many objects share a property • I can group objects in more than one way • I can group similar objects • I can choose how to group objects • I can describe groups of objects • I can record how many objects are in a group • I can compare groups of objects 	<ul style="list-style-type: none"> • I can identify and find keys on a keyboard • I can open a word processor • I can recognise keys on a keyboard • I can enter text into a computer • I can use backspace to remove text • I can use letter, number, and space keys • I can explain what the keys that I have learnt about already do • I can identify the toolbar and use bold, italic, and underline • I can type capital letters • I can change the font • I can select all of the text by clicking and dragging • I can select a word by double-clicking • I can decide if my changes have improved my writing • I can say what tool I used to change the text • I can use 'undo' to remove changes • I can explain the differences between typing and writing • I can make changes to text on a computer 	<ul style="list-style-type: none"> • I can compare different programming tools • I can find which commands to move a sprite • I can use commands to move a sprite • I can run my program • I can use a Start block in a program • I can use more than one block by joining them together • I can change the value • I can find blocks that have numbers • I can say what happens when I change a value • I can add blocks to each of my sprites • I can delete a sprite • I can show that a project can include more than one sprite • I can choose appropriate artwork for my project • I can create an algorithm for each sprite • I can decide how each sprite will move • I can add programming blocks based on my algorithm • I can test the programs I have created



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<ul style="list-style-type: none">• I can give examples of some of these rules• I can identify rules to keep us safe and healthy when we are using technology in and beyond the home	<ul style="list-style-type: none">• I can change the colour and brush sizes• I can make dots of colour on the page• I can use dots of colour to create a picture in the style of an artist on my own• I can explain that pictures can be made in lots of different ways• I can say whether I prefer painting using a computer or using paper• I can spot the differences between painting on a computer and on paper	<ul style="list-style-type: none">• I can use two different programs to get to the same place	<ul style="list-style-type: none">• I can decide how to group objects to answer a question• I can record and share what I have found	<ul style="list-style-type: none">• I can say why I prefer typing or writing	<ul style="list-style-type: none">• I can use sprites that match my design
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