

*Inspiring and enabling our school community to live life to the full*



**YEAR 1**

**Subject: Computing**  
**Programming – introduction to animation**

**Characteristics of an Effective Learner**

Courage  
Commitment  
Collaboration  
Creativity  
Curiosity

We aim to equip pupils to use computational thinking and creativity to understand and change the world; to become digitally literate –using, and expressing themselves and developing their ideas through, information and communication technology. They will build on this knowledge and understanding, becoming equipped to use information technology to create programs, systems and a range of content– at a level suitable for the future workplace and as active participants in a digital world

**Prior Learning:**

Children have the opportunity to explore and engage with technology in Reception through both teacher led activities and continuous provision. Unit 5 programming robots

ScratchJr. Bee-Bots, command, sprite, compare, programming, programming area, block, joining, **Start** block, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, appropriate, programming blocks

**Intent: What do we want the children to know, be able to do by the time they complete this unit)?**

**Use technology purposefully to create, organise, store, manipulate and retrieve digital content**

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. To create and debug simple programs. To use logical reasoning to predict the behaviour of simple programs.

**Recognise common uses of information technology beyond school**

Know that work they create belongs to them.

**Impact / Outcome:**

**What will the final product / result be?**

This unit develops the children’s understanding of computer programming. It highlights that algorithms are a set of clear, precise, and ordered instructions, and that a computer program is the implementation of an algorithm on a digital device. The unit also introduces reading ‘code’ to predict what a program will do. Learners will engage in aspects of program design, including outlining the project task and creating algorithms. They will use programming through ScratchJr. To design an onscreen Space Race project.

**P4C Inquiry (where appropriate)** N/A