

Seamer and Irton CP School – Computing (H.Griffiths)

Topic - Technology around us	Year 1 Autumn 1	Strand - Computing systems and networks
Prior Knowledge	Key Knowledge I need to understand	
<p>As this is a Year 1 unit, no prior knowledge is assumed. However, children at Seamer and Irton will investigate technology through relevant statements from the Early Learning Goals in the EYFS statutory framework and the 2020 Development Matters document.</p>	<p>I need to understand that:</p> <p>Technology is something that has been made by people to help us. Technology is ‘man-made’ and not ‘natural.’</p> <p>Technology includes things like computers, traffic lights, laptops, and iPads.</p> <p>Computers are a type of digital technology.</p> <p>Some of the different parts of a computer are the: monitor, mouse and keyboard.</p> <p>There are some important rules to help us use computers safely.</p> <p>In this unit, learners will develop their understanding of technology and how it can help them in their everyday lives. They will start to become familiar with the different components of a computer by developing their keyboard and mouse skills. Learners will also consider how to use technology responsibly.</p>	

How I will show what I have learned	
I can identify technology	<ul style="list-style-type: none"> - I can explain how these technology examples help us - I can locate examples of technology in the classroom - I can explain how these technology examples help us
I can identify a computer and its main parts	<ul style="list-style-type: none"> - 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 use a mouse in different ways	<ul style="list-style-type: none"> - I can use a mouse to open a program - I can click and drag to make objects on a screen - I can use a mouse to create a picture
I can use a keyboard to type on a computer	<ul style="list-style-type: none"> - I can say what a keyboard is for - I can type my name on a computer - I can save my work to a file
I can use the keyboard to edit text	<ul style="list-style-type: none"> - I can open my work from a file - I can use the arrow keys to move the cursor - I can delete letters
I can create rules for using technology responsibly	<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 - I can discuss how we benefit from these rules
What vocabulary I need to know	What's next
technology, man-made, digital, screen, mouse, keyboard, program, click/drag, cursor, e-safety	<p>In Year 2 –Autumn 1 - Information Technology Around Us, learners will develop their understanding of what information technology (IT) is and will begin to identify examples. They will discuss where they have seen IT in school and beyond, in settings such as shops, hospitals, and libraries. Learners will then investigate how IT improves our world, and they will learn about the importance of using IT responsibly.</p>

Assessment

National Curriculum Computing links

- Recognise common uses of information technology beyond school.
- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Assessment

Formative assessment opportunities will be provided throughout each lesson. The learning objective and success criteria are introduced at the beginning of each lesson and then reviewed at the end. Learners should assess how well they feel they have met the learning objective using the teacher's chosen method.

Summative assessment completed on ScholarPack based on teacher judgement alongside evidence from each session.

Online Safety

Education for a Connected World links

Health, well-being, and lifestyle

- I can identify rules that help keep us safe and healthy in and beyond the home when using technology.
- I can give some simple examples.

Copyright and ownership

- I know that the work I create belongs to me.
- I can name my work so that others know it belongs to me.

Teachers

Teachers need to know that the definition of technology is something that has been made with a specific purpose to help other people. Teachers should familiarise themselves with objects which are and are not examples of technology. Teachers will need to be aware that typing is the process of using a keyboard to write words, letters or numbers on a screen.