

Computing		
	Year 1	Program used
Problem solving and Logical Thinking	<ul style="list-style-type: none"> <li>Understand what an algorithm is</li> <li>Create a simple series of precise and unambiguous instructions - left and right</li> <li>Record a route</li> <li>Understand and use forwards, backwards, up and down</li> </ul>	Purple Mash 2 code unit 1.7 chimp Purple Mash 2 Go (challenges)  BeeBot onto 2Logo (GD)
Creative content	<ul style="list-style-type: none"> <li>Create original content using digital technology</li> <li>Use digital technology to store, organise and retrieve content</li> <li>Experiment with drawing tools, texts, pictures and animations to create content - <i>eg presentations eBooks</i></li> </ul>	Purple Mash 2 Pub/Storyboard (Publisher on PM) iPads/ iMovie Purple Mash saves on each child's account. Purple Mash 2 Create a Story 2 Pub (card making)
Digital Literacy	<ul style="list-style-type: none"> <li>Understand appropriate vocabulary according to equipment available</li> <li>Develop an awareness and use of keyboard layout and use navigation skills appropriately - <i>eg backspace/enter/spacebar/mouse</i></li> </ul>	Purple Mash has flashcards which can be used online or printed out.  Purple Mash 2 Type
Key vocabulary	Related Vocabulary	
Greater Depth:	<ul style="list-style-type: none"> <li>Begin to plan and test their instructions</li> <li>Use digital technology to organise and edit content eg data in a graph /editing images</li> </ul>	
Topic/Novel Link:		

Defined End Point
<ul style="list-style-type: none"> <li>Start to evaluate and apply information technology, (Abstraction, logic, algorithms and data representation) analytically to solve problems</li> </ul>