

## **Computing** End of Year Expectations for Children in Year **1**



Computing Systems and Networks	Creating Media	Programming A	Data and information	Creating media	Programming B
Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Term: Autumn	Term: Autumn	Spring Term	Spring Term	Summer Term	Summer Term
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 explain that pictures can be made in lots of different ways	I can experiment with turn and move commands to move a robot	I can describe objects using labels I can identify the label for a group of objects I can match objects to groups	I can identify and find keys on a keyboard I can open a word processor I can recognise keys on a keyboard	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 save my work to a file I can open my work from a file	I can say whether I prefer painting using a computer or using paper	I can predict the outcome of a sequence involving up to four commands	I can compare groups of objects I can decide how to group objects to answer a question	I can identify the toolbar and use bold, italic, and underline I can type capital letters	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 identify rules to keep us safe and healthy when we are using technology in and beyond the home	I can spot the differences between painting on a computer and on paper	I can use two different programs to get to the same place	I can record and share what I have found	I can explain the differences between typing and writing I can make changes to text on a computer I can say why I prefer typing or writing	I can add programming blocks based on my algorithm I can test the programs I have created I can use sprites that match my design