

Computing

Subject: Computing
 Year group: 1/2
 Cycle: B Spring
 Focus:
 Programming
 Moving a Robot

Intent

At Hady Primary School, the children have access to an engaging and inspiring computing curriculum that equips pupils with the essential skill of computational thinking. Children are provided with the opportunity to develop their creativity through the use of a wide range of programs and applications that make deep links with mathematics, science and design and technology. At Hady, children immerse themselves into the world of computer science through first hand use of chrome books, iPads and interactive whiteboards.

Specific Knowledge

Key Vocabulary

Word	Definition
Command	A single instruction that can be used in a program to control a computer
Enact	put into practice (an idea or suggestion).
Digital Device	A computer or a device with a computer inside that has been programmed for a specific task
Outcome	The way a thing turns out; a consequence.
Robot	A robot is a type of automated machine that can execute specific tasks
Sequence	A set of logical steps carried out in order.

Enabling Knowledge

- To explain what a given command will do
- To act out a given word
- To combine 'forwards' and 'backwards' commands to make a sequence
- To describe a series of instructions as a sequence
- To explain what happens when we change the order of instructions
- To use logical reasoning to predict the outcome of a program

How do previous questions/topics link to the current topic?

Learners should have used a range of different devices in EYFS.

Learners may have had experience with beebots and/or codapillars



Online Safety

Managing Online Information

Strategies for effective searching, critical evaluation and ethical publishing

Assessment— Children to plan a program design and independently program a robot.