YEAR 1

1. COMPUTING SYSTEMS AND NETWORKS – Technology around us
2. CREATING MEDIA – Digital painting
3. PROGRAMMING A – Moving a robot
4. DATA AND INFORMATION – Grouping data
5. CREATING MEDIA – Digital writing
6. PROGRAMMING B - Programming animations

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	COMPUTING SYSTEMS AND NETWORKS TECHNOLOGY AROUND US	1	Identify technology around us UNPLUGGED	Explain how these technology examples help use Explain technology as something that helps us Locate examples of technology in the classroom
1		2	Identify a computer and its main parts UNPLUGGED	Name the main parts of a computer Switch on and log into a computer Use a mouse to click and drag
1		3	Use a mouse in different ways PAINTZ	Click and drag to make objects on a screen Use a mouse to create a picture Use a mouse to open a program
1		4	Use a keyboard to type on a computer NOTEPAD	Save my work to a file Say what a keyboard is for Type my name on a computer
1		5	Use the keyboard to edit text NOTEPAD	Delete letters Open my work from a file Use the arrow keys to move the cursor
1		6	Create rules for using technology responsibly UNPLUGGED	Discuss how we benefit from these rules Give examples of some of these rules Identify rules to keep us safe and healthy when we are using technology

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	CREATING MEDIA DIGITAL PAINTING	1	Describe what different freehand tools do PAINTZ	Draw lines on a screen and explain which tools I used Make marks on a screen and explain which tools I used Use the paint tools to draw a picture
1		2	Use the shape tool and the line tools PAINTZ	Make marks with the square and line tools Use the shape and line tools effectively Use the shape and line tools to recreate the work of an artist
1		3	Make careful choices when painting a digital picture PAINTZ	Choose appropriate shapes Create a picture in the style of an artist Make appropriate colour choices
1		4	Explain why I chose the tools I used PAINTZ	Choose appropriate paint tools and colours to recreate the work of an artist Say which tools were helpful and why Know that different paint tools do different jobs
1		5	Use a computer on my own to paint a picture PAINTZ	Change the colour and brush sizes Make dots of colour on the page Use dots of colour to create a picture in the style of an artist on my own
1		6	Compare painting pictures on a computer and paper UNPLUGGED	Explain that pictures can be made in lots of different ways Say whether I prefer painting using a computer or using paper Spot the differences between painting on a computer and on paper

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	PROGRAMMING A MOVING A ROBOT	1	Explain what a given command will do BEE-BOT	Match a command to an outcome Predict the outcome of a command on a device Run a command on a device
1		2	Act out a given word BEE-BOT	Follow an instruction Give directions Recall words that can be acted out
1		3	Combine forwards and backwards commands to make a sequence BEE-BOT	Compare forwards and backwards movements Predict the outcome of a sequence using forward and backward commands Start a sequence from the same place
1		4	Combine four direction commands to make sequences BEE-BOT	Compare left and right turns Experiment with turn and move commands to move a robot Predict the outcome of a sequence involving up to four commands
1		5	Plan a simple program BEE-BOT	Choose the order of commands in a sequence Debug my program Explain what my program should do
1		6	Find more than one solution to a problem BEE-BOT	Identify several possible solutions Plan two programs Use two different programs to get to the same place

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	DATA AND INFORMATION GROUPING DATA	1	Label objects UNPLUGGED	Describe objects using labels Identify the label for a group of objects Match objects to groups
1		2	Identify that objects can be counted UNPLUGGED	Count a group of objects Count objects Group objects
1		3	Describe objects in different ways UNPLUGGED	Describe an object Describe a property of an object Find objects with similar properties
1		4	Count objects with the same properties UNPLUGGED	Count how many objects share a property Group objects in more than one way Group similar objects
1		5	Compare groups of objects UNPLUGGED	Choose how to group objects Describe groups of objects Record how many objects are in a group
1		6	Answer questions about groups of objects UNPLUGGED	Compare groups of objects Decide how to group objects to answer a question Record and share what I have found

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	CREATING MEDIA DIGITAL WRITING	1	Use a computer to write ASPOSE	Identify and find keys on a keyboard Open a word processor Recognise keys on a keyboard
1		2	Add and remove text on a computer ASPOSE	Enter text into a computer Use backspace to remove text Use letter, number, and space keys
1		3	Identify that the look of text can be changed on a computer	Explain what the keys that I have learnt about already do Identify the toolbar and use bold, italic, and underline Type capital letters
1		4	Make careful choices when changing text ASPOSE	Change the font Select all of the text by clicking and dragging Select a word by double-clicking
1		5	Explain why I used the tools that I chose ASPOSE	Decide if my changes have improved my writing Say what tool I used to change the text Use 'undo' to remove changes
1		6	Compare typing on a computer to writing on paper UNPLUGGED	Explain the differences between typing and writing Make changes to text on a computer Say why I prefer typing or writing

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	PROGRAMMING B PROGRAMMING ANIMATIONS	1	Choose a command for a given purpose SCRATCH JR (iPad)	Compare different programming tools Find which commands to move a sprite Use commands to move a sprite
1		2	Show that a series of commands can be joined together SCRATCH JR (iPad)	Run my program Use a Start block in a program Use more than one block by joining them together
1		3	Identify the effect of changing a value SCRATCH JR (iPad)	Change the value Find blocks that have numbers Say what happens when I change a value
1		4	Explain that each sprite has its own instructions SCRATCH JR (iPad)	Add blocks to each of my sprites Delete a sprite Show that a project can include more than one sprite
1		5	Design the parts of a project SCRATCH JR (iPad)	Choose appropriate artwork for my project Create an algorithm for each sprite Decide how each sprite will move
1		6	Use my algorithm to create a program SCRATCH JR (iPad)	Add programming blocks based on my algorithm Test the programs I have created Use sprites that match my design