
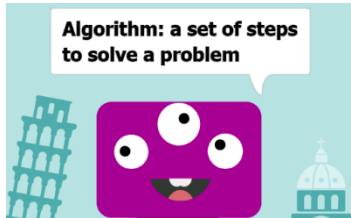
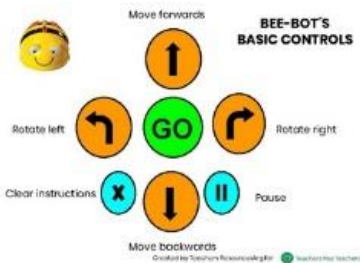
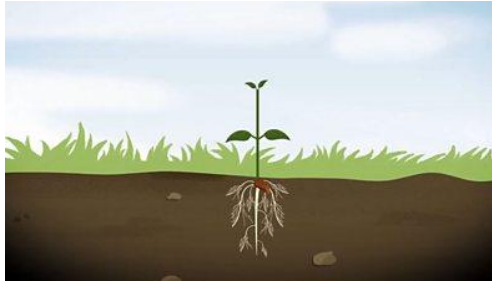




Subject: Computing		Year group: 1 Term: Spring 2		Title: Programming							
<div>What should I know?</div> <div><ul style="list-style-type: none">How to use a simple app on the computer or deviceThat information can be retrieved from computersThat a range of technology is used in homes and schoolsHow to select and use technology for particular purposesHow to interact with age-appropriate computer software</div> <div></div>		<div>Facts I will learn ...</div> <div><ul style="list-style-type: none">To understand basic direction keysThat there are different ways to create or produce a sequence of commandsThat algorithms are a series of steps or instructions to achieve a specific goal.That devices respond to commandsThat computer simulations can represent real and virtual environmentsThat computer simulations allow the user to explore options and make choices</div> <div></div>		<div>Key questions ...</div> <div><ul style="list-style-type: none">What is an algorithm?What is a simulation?What is the error in this sequence of instructions?What can we use simulations for?What direction do I need to use?What steps do I need to add to ensure the item gets to its destination?</div> <div></div>							
<div>Key Skills...</div> <div><ul style="list-style-type: none">To identify errors in instructionsTo give and follow commands (one at a time) to navigate other children and programmable toys around a course or a familiar journey, including straight and turning movements</div>		<div>Experiences that school may provide:</div> <div><ul style="list-style-type: none">Exploring simulations of real and virtual environments linked to plants</div>		<table><tr><th>Key vocab</th><th>Definition</th></tr><tr><td>Direction</td><td>Instructions about how to do something, where to go</td></tr><tr><td>Command</td><td>To order or instruct.</td></tr></table>		Key vocab	Definition	Direction	Instructions about how to do something, where to go	Command	To order or instruct.
Key vocab	Definition										
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- To plan, generate and follow a sequence of instructions (actual and on-screen) to make something happen
- To make informed choices when exploring what happens in a simulation
- To discuss use of simulations and compare with reality
- To talk about the rules found in simulations
- To explain the route taken to get from A to B



Device	An invention or machine used to perform simple tasks or something else made for a specific purpose.
Algorithm	A set of simple steps to solve a problem or complete a task.
Command	To order or instruct
Route	A way that you follow to get from one place to another

Web links

https://www.abcya.com/games/make_a_face
http://www.abcya.com/one_hundred_snowballs.htm

Experiences that could be provided at home...

- Explore simple simulations at home that allow the user to make choices using the web links
- Talk about devices at home that are controlled by commands i.e. smart speaker, washing machine