

# Computing

## Curriculum End Points

### Year One

#### Strand: Programming

##### Topic: Moving a Robot/Programming animations



- Enact a given word
- Predict the outcome of a command on a device
- List which commands can be used on a given device
- Choose a command for a given purpose
- Choose a series of commands that can be run as a program
- Build a sequence of commands in steps
- Combine commands in a program
- Run a program on a device

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### Year One

#### Strand: Computing Systems and Networks

##### Topic: Technology around us



- Choose a piece of technology to do a job
- Recognise that some technology can be used in different ways
- Identify the main parts of a computer
- Use the mouse in different ways
- Use a keyboard to type
- Use the keyboard to edit text
- Show how to use technology safely

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## Curriculum End Points

### Year One

#### Strand: Creating Media

##### Topic: Digital painting



- Create a picture using freehand tools
- Use shape and line tools when precision is needed
- Use a range of paint colours
- Use the fill tool to colour an enclosed area
- Use the undo button to correct a mistake
- Combine a range of tools to create a piece of artwork

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## Curriculum End Points

### Year One

#### Strand: Creating Media

##### Topic: Digital writing



- Use letter, number and Space keys to enter text into a computer
- Use punctuation and special characters
- Select text
- Use the backspace key to remove text and use Undo
- Position the text cursor in a chosen location
- Choose options to achieve a desired effect
- Change the appearance of text on a computer