

## Parsonage Farm Nursery and Infant School

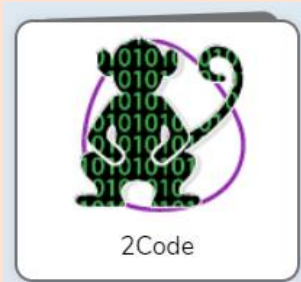
Year 1

Computing: Coding

Summer 1

### Knowledge

- ❖ To understand what instructions are and predict what might happen when they are followed.
- ❖ To understand what object and actions are.
- ❖ To understand what an event is.
- ❖ To understand what backgrounds and objects are.



### Prior Knowledge

- ❖ Logging onto the computers and Purple Mash.
- ❖ Programming and debugging Beebots.
- ❖ Following simple instructions and sequences (algorithms).
- ❖ Using 2Go to make simple programs.
- ❖ Understanding and using direction keys.

### Skills

- ❖ To use code blocks to make a computer program.
- ❖ To use an event to control an object.
- ❖ To begin to understand how code executes when a program is run.
- ❖ To plan and make a computer program.

### Key Vocabulary

- ❖ action
- ❖ algorithm
- ❖ background
- ❖ code
- ❖ command
- ❖ debugging
- ❖ event
- ❖ execute
- ❖ input
- ❖ instructions
- ❖ objects
- ❖ output
- ❖ properties
- ❖ run
- ❖ scale
- ❖ scene
- ❖ sound
- ❖ when clicked

### Safeguarding

- ❖ E-safety is taught and referenced throughout all Computing lessons. Children will be reminded of our E-safety rules and should begin to explain why we have them.
- ❖ Children will be supervised at all times when using a device.

