

Milestone 1 (Year 1)

Computing

By the end of Year 1 pupils should have a 'Expected' understanding, whilst some will have an 'Deep' understanding.

	Basic	Expected	Deep
Computer skills (every lesson)			
Are able to turn on a laptop			
Are able to login to a laptop user			
Are able to use a mouse			
Are able to open an internet browser			
Are able to access a website (such as Purple Mash)			
Are able to follow simple instructions to access online resources			
Information Technology			
Are able to name and save their work (1.2, 1.3, 1.6, 1.7, 1.8)			
Are able to find and open their work (1.2, 1.3, 1.6, 1.7, 1.8)			
Are able to sort sound, pictures and text (1.2)			
Are able to add sound, pictures and text to a program such as 2Create a story (1.6)			
Are able to change content on a file such as text, sound and images (1.3, 1.6, 1.7, 1.8)			
Digital Literacy			
Are able to explain what technology is (1.9)			
Are able to identify a variety of examples of technology in school (1.9)			
Are able to identify a variety of examples of technology at home (1.9)			
Are able to make a distinction between objects that use modern technology and those that do not (ie. Microwave vs. a chair) (1.9)			
Are able to understand the importance of keeping information such as usernames and passwords private and actively demonstrate this in lessons (1.1 and most units)			
Are able to save their work in a safe place such as 'My Work' folder (1.1 and most units)			
Computer Science			
Are able to understand that an algorithm is a set of instructions used to solve a problem or achieve an objective (1.4, 1.5, 1.7)			
Are able to understand that an algorithm written for a computer is called a program (1.4, 1.7)			
Are able to work out what is wrong with a simple algorithm when the steps are out of order (1.4, 1.5)			
Are able to write their own simple algorithm (1.5)			
Are able to understand that an unexpected outcome is due to code they have created and can make logical attempts to fix it (1.7)			
Are able to look at a program and read the code one line at a time, envisioning what would happen in the program (1.5, 1.7)			