

Year 1- Online Safety and Exploring Purple Mash

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	Safe Logins	<ul style="list-style-type: none"> To log in safely and understand why that is important. To create an avatar and to understand what this is and how it is used. To be able to create a picture and add their own name to it. To start to understand the idea of 'ownership' of creative work. To save work to the My Work area and understand that this is private space. 	<ul style="list-style-type: none"> Children can log in to Purple Mash using their own login. Children have created their own avatar and understand why they are used. Children can add their name to a picture they created on the computer. Children are beginning to develop an understanding of ownership of work online. Children can save work into the My Work folder in Purple Mash and understand that this is a private saving space just for their work.
<u>2</u>	My Work Area	<ul style="list-style-type: none"> To learn how to find saved work in the Online Work area. To learn about what the teacher has access to in Purple Mash. To learn how to see messages left by the teacher on their work. To learn how to search Purple Mash to find resources. 	<ul style="list-style-type: none"> Children can find their saved work in the Online Work area of Purple Mash. Children can find messages that their teacher has left for them on Purple Mash. Children can search Purple Mash to find resources.
<u>3</u>	Purple Mash Topics	<ul style="list-style-type: none"> To become familiar with the types of resources available in the Topics section. To become more familiar with the icons used in the resources in the Topics section. To start to add pictures and text to work. 	<ul style="list-style-type: none"> Children will be able to use the different types of topic templates in the Topics section confidently. Children will be confident with the functionality of the icons in the topic templates. Children will know how to use the different icons and writing cues to add pictures and text to their work.
<u>4</u>	Purple Mash Tools	<ul style="list-style-type: none"> To explore the Tools area of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New. To explore the Games area on Purple Mash. To understand the importance of logging out when they have finished. 	<ul style="list-style-type: none"> Children have explored the Tools section on Purple Mash and become familiar with some of the key icons: Save, Print, Open and New. Children have explored the Games section and looked at Table Toons (2x tables). Children can log out of Purple Mash when they have finished using it and know why that is important.

Year 1- Coding

Lesson	Title		Success Criteria
<u>1</u>	Instructions	<ul style="list-style-type: none"> To understand what instructions are. To predict what will happen when instructions are followed. To understand that computer programs work by following instructions called code. 	<ul style="list-style-type: none"> Children can give and follow instructions. Children can draw symbols to represent instructions. Children can arrange code blocks to create a set of instructions.
<u>2</u>	Objects and Actions	<ul style="list-style-type: none"> To use code to make a computer program. To understand what objects and actions are. 	<ul style="list-style-type: none"> Children can create a program using code blocks. Children can use object and action code blocks.
<u>3</u>	Events	<ul style="list-style-type: none"> To understand what an event is. To use an event to control an object. 	<ul style="list-style-type: none"> Children can create a simple program using code blocks. Children can use event, object and action code blocks.
<u>4</u>	When Code Executes	<ul style="list-style-type: none"> To understand what an event is. To begin to understand how code executes when a program is run. 	<ul style="list-style-type: none"> Children can create a simple program using code blocks. Children can use event, object and action code blocks. Children can notice when their code executes when their program is run.
<u>5</u>	Setting the Scene	<ul style="list-style-type: none"> To understand what backgrounds and objects are. To understand how to use the scale property. 	<ul style="list-style-type: none"> Children can edit a scene by adding, deleting and moving objects. Children can change the size of objects using the properties table.
<u>6</u>	Using a Plan	<ul style="list-style-type: none"> To plan a computer program. To make a computer program. 	<ul style="list-style-type: none"> Children can create a design plan for their Free Code Scene program. Children can use code to make the program they have designed work.

Year 1- Technology Outside School

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	What is Technology?	<ul style="list-style-type: none"> To find and understand examples of where technology is used in the local community 	<ul style="list-style-type: none"> Children understand what is meant by 'technology'. Children have considered types of technology used in school and out of school.
<u>2</u>	Technology outside school.	<ul style="list-style-type: none"> To record examples of technology outside school. 	<ul style="list-style-type: none"> Children have recorded 4 examples of where technology is used away from school.