

**St Anthony of Padua Catholic Primary School**

**Computing Medium Term Plan – Year 1 – Autumn 2 – What is a computer?**

Lesson	Driving Question	Lesson	Assessment
1	What are computers and all those extra bits?	Discuss a computer and its different parts, accessories and apps. Sort items of technology. Produce a digital drawing about their personal use of a computer.	I can recognise the ways we use technology in our classroom, my home and community. (DL)
2	How are computer games made?	Explore how apps and games are mad. Use a search engine to find and save an image. Insert the image, add text and audio to a document.	I can use technology to create and present my ideas. (IT)
3	What is a program?	Introduce Scratch Jr. Create simple programs. Discuss making predictions and debugging errors.	I can use logical reasoning to predict the outcome of simple programs. (CS)
4	Can you fix a program?	Continue using Scratch Jr. Create simple programs. Discuss making predictions and debugging errors.	I can independently debug simple sequence errors in a program. (CS)
5	How can 'repeat' instructions be used?	Continue using Scratch Jr. Create simple programs that include a repeat block. Create their own character (Sprite).	I can use logical reasoning to predict the outcome of simple programs. (CS)
6	Can you turn an algorithm into program?	Create a simple algorithm. Turn the algorithm into a program called the Cat on a Path Program.	I can create algorithms that can be turned into a program using a robot or digital device. (CS)  I can independently debug simple sequence errors in a program. (CS)