

Ludgershall Castle Primary School

Computing

Year 1 Skills

Computing Systems	<ul style="list-style-type: none">-To identify technology-To identify a computer and its main parts-To use a mouse in different ways-To use a keyboard to type on a computer-To use the keyboard to edit text-To create rules for using technology responsibly	
Creating Media	<ul style="list-style-type: none">-To describe what different freehand tools do-To use the shape tool and the line tools-To make careful choices when painting a digital picture-To explain why I chose the tools I used-To use a computer on my own to paint a picture-To compare painting a picture on a computer and on paper-To use a computer to write-To add and remove text on a computer-To identify that the look of text can be changed on a computer-To make careful choices when changing text-To explain why I used the tools that I chose-To compare typing on a computer to writing on paper	
Data Information	<ul style="list-style-type: none">-To label objects-To identify that objects can be counted-To describe objects in different ways-To count objects with the same properties-To compare groups of objects-To answer questions about groups of objects	
Programming	<ul style="list-style-type: none">-To explain what a given command will do-To act out a given word-To combine forwards and backwards commands to make a sequence-To combine four direction commands to make sequences-To plan a simple program-To find more than one solution to a problem-To choose a command for a given purpose-To show that a series of commands can be joined together-To identify the effect of changing a value-To explain that each sprite has its own instructions-To design the parts of a project-To use my algorithm to create a program	