



Our Lady's R.C. Primary School
Computing

Topic	Technology around us	Digital Painting	Moving a Robot
Objectives	<p>To identify technology</p> <p>To identify a computer and its main parts</p> <p>To use a mouse in different ways</p> <p>To use a keyboard to type</p> <p>To use the keyboard to edit text</p> <p>To create rules for using technology responsibly</p>	<p>To describe what different freehand tools do</p> <p>To use the shape tool and the line tools</p> <p>To make careful choices when painting a digital picture</p> <p>To explain why I chose the tools I used</p> <p>To use a computer on my own to paint a picture</p> <p>To compare painting a picture on a computer and on paper</p>	<p>To explain what a given command will do</p> <p>To act out a given word</p> <p>To combine forwards and backwards commands to make a sequence</p> <p>To combine four direction commands to make sequences</p> <p>To plan a simple program</p> <p>To find more than one solution to a problem</p>
Vocabulary	<p>Technology</p> <p>Computer, mouse/trackpad, keyboard, screen, click, drag, draw, click, double-click, click and drag, input device, mouse, shift, space bar, capital letter, full stop, safely, responsibly, technology</p>	<p>Piet Mondrian, primary colours, shape tool, line tool, fill tool, undo tool</p> <p>Henri Matisse, Wassily Kandinsky, tools, feelings, colour, brush style</p> <p>Georges Seurat, Pointillism, brush size</p> <p>Pictures, painting, computers, like, prefer, dislike</p>	<p>Forwards, backwards, turn, clear, go, commands</p> <p>Instructions, directions</p> <p>Left, right,</p> <p>Plan, algorithm, program</p> <p>Route,</p>



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Topic	Grouping Data	Digital Writing	Programming Animations
Objectives	<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 	<ul style="list-style-type: none"> 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 writing on a computer with writing on paper 	<ul style="list-style-type: none"> 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
Vocabulary	Object, label, group, search, image, label, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	Word processor, keyboard, keys, letters, numbers, space, backspace, text cursor, Microsoft Word, Google Docs, capital letters, toolbar, bold, italic, underline, mouse, cursor, select, font, toolbar, cursor, undo, font, toolbar	ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, Block, joining, command, start block, run, program, background, delete, reset, algorithm, predict Effect, change, value, block Instructions, appropriate, design, programming blocks



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