Newport Infant School—Computing

Topic: Computer Science	Key Stage 1 Year 1	Strand: Coding

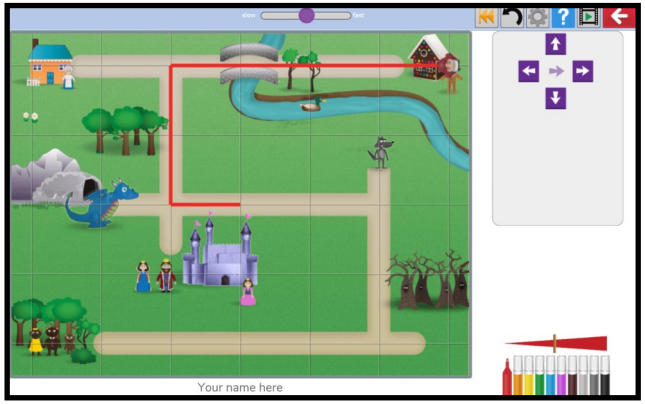
What should I already know?

- I know that people and objects can move in different directions.
- I can move the mouse across the screen.
- I can drag and drop things on a screen.
- I can talk about technology and why people use computers in their everyday lives.

What I will know by the end of the unit

- Find and use the direction keys for left, right, forwards and backwards.
- Know that an algorithm is a clear set of instructions for a digital device to follow.
- Create algorithms for digital devices to perform.
- Control how a character moves on screen.
- A program is a collection of algorithms put in order to do something useful.
- Fix simple problems within a program.





Vocabulary

Algorithm	Step by step instructions used to carry out a task in a specific order.
Coding	Inputting instructions into computers to create programs.
Debugging	Fixing problems within a set of instructions to make sure they run smoothly.
Inputs	Information that goes into the computer/device.
Outputs	Information that comes out of the computer/device.
Programming	Teaching a computer how to do something by giving sets of instructions.
Tinkering	Explore and play with hardware to find out how it works.