



Computing skills progression Year 1

Year 1 Skills	
Unit	Skills
Mouse and Keyboard	<p>Mouse and keyboard skills; move mouse, left/right click, drag and drop. Typing; Find letters on keyboard and begin touch typing with home row keys.</p>
Digital Art	<p>Change the colour of individual pixels to accurately re-create basic artwork. – Make changes where required. – Change the colour of individual pixels to accurately re-create detailed artwork.</p>
Introducing Programming	<ol style="list-style-type: none"> 1. Understand sequence and algorithms. (All activities) 2. Sequence instructions (commands) to achieve an objective. (All activities) 3. Use distances in commands. (extension task of activity 4) 4. Predict, write, execute and debug a simple program. (Activity 3 onwards)
3D design	<ol style="list-style-type: none"> 1. Change the colour and pattern of elements. (Activity 1) 2. Position and rotate objects on a design. (Activity 2) 3. Position objects in relation to each other. (Activity 3) 4. Resize, rotate, flip and arrange objects behind/in front of each other. (Activity 4)
Text and images	<p>Add, move and resize images the add text and adjust size and placement (Activity 1) Add, resize and place images on a page then add and position text to label and describe images (Activity 2) Use word banks to write sentences about images (Activity 3)</p>
Comic Creation	<p>Comic creation covers a wide range of objectives including: Add, resize and organise colour or picture backgrounds Add, resize, organise characters/objects to different panels. Add narration using text and direct speech using speech bubbles.</p>
Music Creation	<p>Understand that different instrument make their own sound and that instruments can be divided into groups (Activity 1) Create a rhythm using a pattern of beats (Activity 2) Create digital sounds using patterns and shapes (Activity 3) Create a simple melody using patterns and adjust tempo (Activity 4 and 5)</p>