Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Computer Systems and Networks: Improving Mouse Skills
Year: KS1 – Year 1 – Autumn

NC/PoS:
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Prior Learning (what pupils already know and can do)
Pupils will know the main parts of a computer, how to use the keyboard and mouse and logging in and out.

End Points (what pupils MUST know and remember)
- To log in and log out means to begin and end a connection with a computer.
- A computer and a mouse can be used to click, drag, fill, select, add backgrounds, text, layers, shape and clipart.
- Passwords are important for security and to keep us safe.

Key Vocabulary
Account, click., clipart, computer, drag, drag and drop, layers, log off, log on, mouse, password, predict, resizew, screen (monitor), software, tool, username.

Session 1 – Logging in

To log in to a computer and access a website.
Learning about computers by logging in and exploring the website sketchpad.

Session 2 – Click and drag skills

To develop mouse skills.
Developing mouse skills whilst creating digital artwork using Sketchpad.

Session 3 – Drawing shapes

To use mouse skills to draw and edit shapes.
Using drag and drop to create paintings in the style of Kadinsky.

Session 4 – Drawing a story

To draw a scene from a story using digital tools.
Practising mouse skills by creating digital images to retell a scene from a well-known.

Session 5 – Self-portrait

To create a self-portrait using digital techniques.
Creating a self-portrait with digital painting skills by using decomposition to break down facial features.

Future learning this content supports:
Computing systems and networks 1: What is a computer?