Year 1
Computing
Summer 1
Lego Builders &
Technology Outside School

Instruction	Information about how something should be done.
Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
Computer	An electronic device for storing and processing data.
Program	To provide a computer with coded instructions.
Debug	To find and remove errors from computer hardware or software.
Technology	Science and engineering knowledge put into practical use to solve problems or invent useful tools.

Key Learning

To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.

To follow and create simple instructions on the computer.

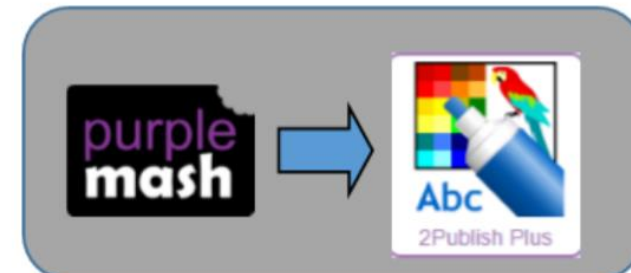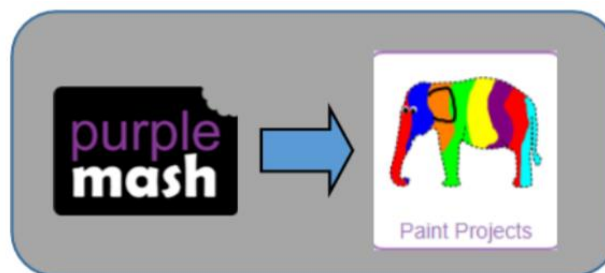To consider how the order of instructions affects the result.

To walk around the local community and find examples of where technology is used.

To record examples of technology outside school.

Key Resources

purple mash → Paint Projects

purple mash → Abc 2Publish Plus

8 hours over Summer Term

2 Type Activity

Online Safety

Logging Out

Online Safety

Logging Out

Lego Builders: Lesson 1

To emphasize the importance of following instructions.

Lego Builders: Lesson 2

To follow and create simple instructions on the computer.

Lego Builders: Lesson 3

To consider how the order of instructions affects the result.

Technology Outside School: Lesson 1

Children understand what is meant by 'technology'.
Children have considered types of technology used in school and out of school.

Technology Outside School: Lesson 2

Children have recorded 4 examples of where technology is used away from school.