

Brookfield Community Primary School
Computing Unit Overview Year 1 Topic: Programming Animation



Prior Learning in EYFS	
Children will understand a question or instruction that has two parts. Children will use talk to organise themselves and their play. Children will use talk to help work out problems and organise thinking and activities. Children can explain how things work and why they might happen. Children will explore how things work. Children can choose the right resources to carry out their own plan. Children will create simple sequences of 3 movements. Children play with other children extending and elaborating play ideas.	
Sticky Knowledge	Key Vocabulary
• To be able to choose a command for a given purpose. • To be able to show that a series of commands can be joined together. • To be able to identify the effect of changing a value. • To be able to explain that each sprite has its own instructions. • To be able to design parts of a project. • To be able to use their algorithm to create a program.	Command, device, animation, robot, button, program, sequence, move, steps, instructions, forwards, backwards, left, right, up, down.
National Curriculum Coverage	
Computer Science	
✓ Enact a given word ✓ Predict the outcome of a command on a device ✓ List commands that can be used and explain what they can do. ✓ Match commands to an outcome and recognise how to run one (press a button) ✓ Choose a command for a purpose. ✓ Choose series of commands that can be run as a program. ✓ Understand that program is a set of commands a device can run. ✓ Build a sequence of commands in steps. ✓ Combine commands in programs	



✓ Run on a program on a device.