

## Spring Term 2 Year 1 Computing

### Key facts

Children will learn to create and follow step by step instructions, controlling motion by specifying direction and distance. They will practise using accurate terminology when giving instructions (forward, backward, steps, left, right, half turn, quarter turn etc.).

Children will further explore with Beebots, inputting algorithms and debugging them where necessary. They will also give and respond to feedback to improve their instructions.

Children will be able to record their learning using digital tools; taking photos and uploading them to their story and using voice recordings or adding text to provide descriptions to their audience.

Coding- Develop an understanding of instructions, logic and

### Prior Knowledge

Pupils will have experienced beebots in reception and will have had opportunities across the curriculum to give and follow instructions e.g in PE. They will also have practised creating stories previously in year 1.

### Key Vocabulary

Instructions, logic, sequence, controlling motion, controlling distance, forward, backward, left, right, steps, half-turn, quarter-turn, algorithm, bug, debug, error, digital tools.

### Brief summary/ overview

During this half term the children will explore algorithms, bugs and debugging. They will work both independently and in teams to develop the skills of giving and following instructions, as well as altering them if needed.

The children will also continue to develop the skills of video recording, creating a story and adding voice recordings or text.

### Resources

Bee-bots

Bee-bot app on iPads

Laptops - Purple Mash

### Cross curricular links/visits

Geography – Amelia Earhart, following directions of a compass and her navigator.