




Year 1

Common Skill: Pupils should be encouraged to develop keyboard skills.

 Creating and Presenting Information and Ideas	 Finding and Developing Information and Ideas	 Generic
Talk about ICT in the wider world & use ICT play equipment appropriately in role play situations	Talk about & compare a simple adventure/simulation program based on fantasy or real life situations with reality	Demonstrate an interest in ICT
Begin to understand that their work can be Saved, & Retrieved on a computer	Explore a simple adventure program or complete tasks in a simulation	Sustain concentration for an appropriate length of time when using a computer program
Know that word, images and numbers can be displayed in a variety of sizes and give us different information	Know that computers store information and begin to find information from a variety of sources	Show perseverance to complete tasks on the computer
Aware that Font size and colour can be changed	Use a pictogram to find information and talk about what the pictogram shows	Share equipment and work with others on a task
Use the Shift key to create a capital letter	Make a simple pictogram	Understand that ICT equipment should be looked after and treated with care.
Use the Space bar, Enter and Backspace keys	Enter data into a pre-prepared database and use information stored to answer simple questions	Aware of basic safety rules when working with ICT equipment.
Choose words or numbers from a word bank to write sentences	Make a graph and interpret the data	
Print their work	Know that objects can be labelled, grouped and sorted	
Move images around the screen	Understand the concept of key words to classify and sort	
Use a variety of devices to record sounds with some assistance	Understand that machines and devices can be controlled	
Create a simple musical composition using a sequence or pattern on a computer	Make a robotic toy move through a sequence of step by step instructions	
Use basic tools to create simple pictures and patterns	Begin to predict and test programmable toy journeys	
Can use the Flood Fill tool as part of their picture	Share experiences and show others the basic functions of a programmable toy	
Can use the Shape tool and vary the thickness of lines		