



# Fellside Community Primary School Computing Curriculum

## Year 1 – Computing systems and networks – Technology around us

### Unit introduction

In this unit, learners will develop their understanding of technology and how it can help us. They will start to become familiar with the different components of a computer by developing their keyboard and mouse skills. Learners will also consider how to use technology responsibly.

### Overview of lessons

Lesson	Brief overview	Learning objectives
Technology around us	Technology is all around us, and we use it regularly throughout daily life. In this lesson, learners will become familiar with the term ‘technology’. Referring to objects in their own school or classroom, they will learn to classify what is and what is not technology, plus they’ll practice explaining how it helps us.	To identify technology <ul style="list-style-type: none"> <li>● I can explain technology as something that helps us</li> <li>● I can locate examples of technology in the classroom</li> <li>● I can explain how these technology examples help us</li> </ul>



Year 1 – Computing systems and networks

<p>Using technology</p>	<p>In this lesson, learners will get to know the main parts of a desktop or laptop computer. They will apply this knowledge to use a computer to complete a mouse-based task.</p>	<p>To identify a computer and its main parts</p> <ul style="list-style-type: none"> <li>● I can name the main parts of a computer</li> <li>● I can switch on and log into a computer</li> <li>● I can use a mouse to click and drag</li> </ul>
<p>Developing mouse skills</p>	<p>This lesson builds on the basic mouse skills introduced in lesson 2. Learners will have the opportunity to apply mouse skills to a more open-ended, creative task.</p>	<p>To use a mouse in different ways</p> <ul style="list-style-type: none"> <li>● I can use a mouse to open a program</li> <li>● I can click and drag to make objects on a screen</li> <li>● I can use a mouse to create a picture</li> </ul>
<p>Using a computer keyboard</p>	<p>In this lesson, learners will experience using another input device: the computer keyboard. They will combine the use of the keyboard with use of the mouse to create a digital image with text.</p>	<p>To use a keyboard to type</p> <ul style="list-style-type: none"> <li>● I can tell you that writing on a computer is called typing</li> <li>● I can type my name on a computer</li> <li>● I can save my work to a file</li> </ul>



<p>Developing keyboard skills</p>	<p>In this lesson, learners will become more familiar with the keyboard. They will recap skills introduced in the previous lesson and develop them further by using a greater range of keys on the keyboard.</p>	<p>To use the keyboard to edit text</p> <ul style="list-style-type: none"> <li>● I can open my work from a file</li> <li>● I can use the arrow keys to move the cursor</li> <li>● I can delete letters</li> </ul>
<p>Using a computer responsibly</p>	<p>In this lesson, learners will be introduced to the concept of using computers safely, within the context of a school setting. They will explore why we have rules in school and how those rules help us, and then apply that to rules needed for using computer technology safely.</p>	<p>To create rules for using technology responsibly</p> <ul style="list-style-type: none"> <li>● I can identify rules to keep us safe and healthy when we are using technology in and beyond the home</li> <li>● I can give examples of some of these rules</li> <li>● I can discuss how we benefit from these rules</li> </ul>

### Progression

As this is a Year 1 unit, no prior knowledge is assumed.

This unit progresses students’ knowledge and understanding of technology and how they interact with it in school. Learners will build their knowledge of parts of a computer and develop the basic skills needed to effectively use a computer keyboard and mouse.



Year 1 – Computing systems and networks

Please see the learning graph for this unit for more information about progression.

## Curriculum links

### National curriculum links

- Recognise common uses of information technology beyond school
- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content
- 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.

### Education for a Connected World links

#### **Health, well-being and lifestyle**

- I can identify rules that help keep us safe and healthy in and beyond the home when using technology
- I can give some simple examples

#### **Copyright and ownership**

- I know that the work I create belongs to me
- I can name my work so that others know it belongs to me

## Assessment

### **Formative assessment**

Assessment opportunities are detailed in each lesson plan. The learning objective and success criteria are introduced in the slide deck at the beginning of each lesson and then reviewed at the end. Learners are invited to assess how well they feel they have met the learning objective using thumbs up, thumbs sideways, or thumbs down.



Year 1 – Computing systems and networks

## Subject knowledge

This unit focuses on the definition of technology and offers learners the opportunity to explore computer technology by using a computer mouse and keyboard with an online paint application.

For this unit, you require a secure knowledge of how technology is defined and what is and what is not technology.

You should be familiar with:

- [Paintz.app](#) online paint application
- Functions of a computer mouse
- Functions of a computer keyboard

Enhance your subject knowledge to teach this unit through the following training opportunities:

### Online training courses

- [Raspberry Pi online training courses](#)

### Face-to-face courses

- [NCCE face-to-face training courses](#)



Year 1 – Computing systems and networks

Resources are updated regularly — please check that you are using the latest version.

This resource is licensed under the Open Government Licence, version 3. For more information on this licence, see [nccce.io/ogl](https://www.nccce.io/ogl).