

The Sultan's School Year 1 Medium Term Curriculum plan for ICT- Information for parents

Block	Unit/Strand	Key Targets and Learning Objectives	Activities	Key vocabulary
<p>Internet Safety and Digital Citizenship will be taught over the course of the year through short focused tasks, videos, peer assessment/tutoring, discussions...</p> <p>Students in Year 1 will be enrolled in Computer Science Fundamentals Course A at www.code.org. In this course students will Design, write and debug programs that accomplish specific goals.This online course will start in Block 2 and conclude mid-way through Block 5.</p> <p>Other short, single lesson activities which do not appear on the MTP may take place during any block dependant on school events and national holidays...</p>				
1	<p>Skill Building Digital Literacy</p> <p>Digital Art Digital Literacy</p>	<ul style="list-style-type: none"> Identify and select specific icons on the desktop Use the right and left buttons on the mouse and the scroll wheel Use simple tools in a painting package 	<p>Oman</p> <ul style="list-style-type: none"> Using <i>TuxPaint</i> freeware, draw a beach using the "brush", "fill" (bucket),"colour" palette tools, and stamps. Cross-curricular activities linked to maths, English and the arts 	<p>Desktop Icon Keyboard Mouse Right/Left Button Brush Fill in</p>
2	<p>Simulations Digital Literacy</p>	<ul style="list-style-type: none"> Create an interactive Dress Teddy game Click and hold the left button on the mouse to drag an object and drop it at a specific point on the screen Follow instructions to copy a given pattern on the screen Understand that some sites are not appropriate for children and the computer should be used under adult supervision. 	<p>What to Wear</p> <ul style="list-style-type: none"> Using <i>2DIY</i> software draw a bear and some clothes Create Flash based interactive drag and drop activities using <i>2DIY</i> software. Play by dragging the clothes to dress teddy <p>E-Safety</p> <ul style="list-style-type: none"> Students will watch a video on E-Safety Discuss what to do when something goes wrong on the computer <p>Code.org</p> <ul style="list-style-type: none"> Students will develop critical thinking, logic and problem solving skills coding online at www.code.org 	<p>Click Drag Hold Drop Draw Insert</p>

3	BeeBots Computer Science	<ul style="list-style-type: none"> • Follow simple directions whilst blindfolded • Command a Bee-Bot to move to a specific picture on a floor mat • Read a set of instructions and program a Bee-Bot to follow it 	I Am Robot <ul style="list-style-type: none"> • Kinesthetic activities to introduce directional commands and concepts of control technology • <i>BeeBot</i> activities on floor mats to reinforce directional commands • Program a Bee-Bot to turn right, left or go straight to reach a specific point on a map. <u>Code.org</u> <ul style="list-style-type: none"> • Students will develop critical thinking, logic and problem solving skills coding online at www.code.org 	Instructions Go forward Go backward Turn right Turn left Program
4	Word Processing Digital Literacy	<ul style="list-style-type: none"> • Type familiar words using Microsoft Word • Use Microsoft Word basic tools to change text colour • Use Microsoft Word basic tools to change font size 	<u>Spelling Bee</u> <ul style="list-style-type: none"> • Students will type the colours and colour them according to its name • Students will type number value and words and change their colour and size <u>Code.org</u> <ul style="list-style-type: none"> • Students will develop critical thinking, logic and problem solving skills coding online at www.code.org 	Resize Text Select Colour Font Size
5	Theory Information Technology Internet Digital Literacy Information Technology	<ul style="list-style-type: none"> • Identify and name basic computer hardware. • Follow code and write a program to guide a robot to achieve a specific goal. Debug the code if the goal is not achieved. • Understand that algorithms are simply instructions that can be used to write the programs computers and robots need. 	<u>My Computer</u> <ul style="list-style-type: none"> • Students will review familiar computer words such as Monitor, Desktop, Mouse, Printer, CPU, Keyboard and will answer an interactive quiz • Students will develop further directional commands by programming Dash and Dot to move and light up different colours. • Students will follow pre-written code to achieve a goal and debug the code if the goal is not achieved. <u>Code.org</u> <ul style="list-style-type: none"> • Students will consolidate critical thinking, logic and problem solving skills coding online at www.code.org 	Monitor Desktop Mouse Printer CPU Keyboard Headphone Algorithm Code Debug