



Curriculum Coherence – Year 1 Computing

Term 2 **2Paint/2Paint a Picture** **Pictograms**

Values: respect, responsibility, co-operation, friendship

Prior Learning – ELG – Expressive Arts and Design – Chn explore what happens when they mix colours. They experiment to create different textures. Chn understand that different media can be combined to create new effects. Chn manipulate materials to achieve a planned effect. Chn construct with a purpose in mind, using a variety of resources. Chn have been introduced to online/e-safety in Autumn term and become familiar with basic programming.

INTENT **IMPLEMENTATION** **IMPACT**

KNOWLEDGE
 - how to save and retrieve work
 -that icons can be clicked on to make something happen, e.g. to select a tool, to save, the exit etc
 -the importance of shutting down a computer correctly
 -that their password needs to be kept private to keep their work safe

2Paint/2Paint a Picture
 -how different tools can be used to produce different artistic effects
 -how to add text

Pictograms
 -to understand that data can be represented in picture format

CORE VOCABULARY
 Tools, fill, text, font, image, insert, file, save, undo, redo, copy, paste, background

data, pictogram, collate, share, clip art, frequency, objects

HIGH LEVEL VOCABULARY
 Autofill, outline options, scroll, upload image

Create, store, retrieve, generalizations, most, least, popular, more, less

READING OPPORTUNITIES



High quality illustrations

ACTIVITIES
2Paint/2Paint a Picture (see Painting Tools guide)
 -Turn on and log into the computers themselves, learn and practise how to shut them down properly
 -Log into Purple Mash using their own username and password.
 -Tinker with a project in 2Paint a Picture (open as a 2Do, save it.)
 -Tinker with 2Paint and compare it to 2Paint a Picture, explore the different tools: pens, flood, fill, draw shape and the effect tools, adding text.
 -Draw a simple picture linked to another subject area (unplugged)
 -Produce their picture onscreen using 2Paint, add text, save.
 -Class gallery. *What did they like and why?*
 -Evaluate their own work

- *How is it similar or different to the picture they drew by hand?*
- *What was easier/harder and why?*
- *What did they like/dislike about using the painting program to create their picture?*
- *What new skills have they learned?*
- *How could they make it even better?*

Pictograms (unit 1.3)
 - Contribute to collections of class data (unplugged)
 - Create a simple class pictogram using the 2Count file 'Fruit'
 - Interrogate the data together to answer questions. *Which is the most popular? Which is the least?*
 -Collate data from rolling a die and record the results within 2Count to produce their own pictograms.
 -Save and retrieve their work
 - Share their pictograms with the class, chn give statements about their data.

CHALLENGE: 2 paint a picture: create illustrations to tell a story using background tool.

Pictograms: collect data on chosen topic for class and present by tally before creating a pictogram. Identify what the information shows.

SUPPORT: Work with adult to explore the tools and their uses. Choose a illustration from

OUTCOMES
2 Paint/2Paint a Picture
PUPILS will know
 - where is my work stored on Purple Mash?
 -how can different tools be used to produce different artistic effects?

will be able to
 - use tools in a paint program
 - save and retrieve their work in Purple Mash
 - share work in Purple Mash
 -turn on, log into and shut down a computer
 -log into Purple Mash
 - use the keyboard or a word bank on my device to enter text.

will understand
 I can be creative with different technology tools.
 I can use technology to create and present my ideas.
 I can save information in a special place and retrieve it again.

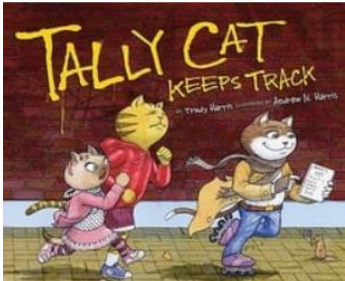
Pictograms
PUPILS will know
 -how can data can be represented with pictures?

will be able to
 -collate data and create a pictogram to show this
 -talk about what a pictogram shows

will understand
 I can talk about the different ways in which information can be shown.
 I can use technology to collect information, including photos, video and sound.

NC OBJECTIVES:
 Key stage 1 Pupils should be taught to:

- ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content
- ♣ recognise common uses of information technology beyond school

	<p>a book to recreate. Pictogram plan on paper using fruit pictures to support understanding.</p> <p>ASSESSMENT OPPORTUNITIES:</p> <p>Can they create an illustration using colour & painting tools?</p> <p>Can they save and name their picture?</p>	
<p>SKILLS</p> <ul style="list-style-type: none"> • How to turn on and shut down a computer safely • Mouse skills – left click, click and drag • Clicking on buttons e.g. to change tool, save, exit <p>2Paint/2Paint a Picture</p> <ul style="list-style-type: none"> • Creating different painting effects • Saving and naming files • Colour and painting tools • Using different effects (symmetry/magnet) • Use undo/redo buttons • Changing the background <p>Pictograms</p> <ul style="list-style-type: none"> • Creating a physical and virtual pictogram • Answer questions about my pictogram • Create, store & retrieve my pictogram • Adding and deleting objects to a pictogram • To add or delete columns 	<p>Can they change the background?</p> <p>Can they create a pictogram?</p> <p>Can they interpret the pictogram by answering questions?</p>	<p>NEXT STEPS IN LEARNING</p> <p>Animated Story Books (Year 1, Summer 1) 2Publish Plus (Year 2, Spring 1) Creating Pictures (Year 2, Summer 1) Spreadsheets (Year 3, Summer 1)</p> <p>Key Questions</p> <p><u>Which effect is the most effective?</u></p> <p><u>How do I change the background?</u></p> <p><u>How can I improve my design?</u></p> <p><u>How can I represent my information?</u></p> <p><u>What does my data show?</u></p>
<p>PREPARATION FOR ADULTHOOD:</p> <p>Chn will know how to create illustrations using painting tools for creativity</p> <p>Chn will know how to use technology purposefully to create, organise, store, manipulate and retrieve digital content appropriately and safely</p> <p>Chn will recognise common uses of information technology beyond school i.e. data handling and interpretation</p>		
<p>SMSC</p> <p>Spiritual –By understanding how illustrations can make us feel. Linking feelings to pictures. How computers are used to collect data and is it always needed.</p> <p>Moral –Using technologies to collect and gather information for specific purposes. What data should or should not be collected. What images can and cannot be taken and shared using technologies.</p> <p>Social – Using data to discuss conclusions by collaboration and improving ways of working.</p> <p>Cultural - Promoting an understanding of the history and wonder of technology. How was data collected around the world before computers were invented.</p>	<p>LINKS TO Curriculum Areas</p> <p>Provision planning: Art provision links to autumn</p> <p>Maths – data handling</p> <p>English – wordless books World Book Day. Descriptive writing from illustrations</p> <p>THREAD – characters/illustrations in RE stories</p>	