Curriculum Coherence – Year 1 Computing

Term 2	2Paint/2Paint a Picture Pictograms

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*	**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	**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.
VOCABULARY Tools, fill, text, font, image, insert, file, save, undo, redo, copy, paste, background, data, pictogram, collate, share, clip art, frequency, objects	• *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.	**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.
SKILLS • 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 **2Paint/2Paint a Picture** • Moving the mouse carefully to draw on screen • Basic keyboard skills – using the letters and space bar, enter, delete **Pictograms** • Adding and deleting objects to a pictogram • To create, store, retrieve and share work • To add or delete columns		**NEXT STEPS IN LEARNING** Animated Story Books (Year 1, Summer 1) 2Publish Plus (Year 2, Spring 1) Creating Pictures (Year 2, Summer 1) Spreadsheets (Year 3, Summer 1) **Key Questions** **Which effect is the most effective?** **How can I improve my design?** **How can I represent my information?** **What does my data show?**

LINKS
THREAD/character from a story book in English
Maths – pictograms
SMSC – Spiritual - use imagination and creativity in their learning