Computing Intention Map

Key Stage One

Placing learning at the heart of everything we do.

KS1 Intention Map 2021 - 2022

Term One

Learning Intentions

1. *Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*
2. *Show awareness that work they create and save on a computer or tablet can be shown to others using another device. Explain simply that digital technology can be used to connect with others locally and globally. Understand that there are online tools that can help people to create and communicate. Recognise the ways digital technology can be used in the classroom, home and community.*
3. *Recognise that some websites ask for private information and discuss how to handle these requests. Recognise that work they have created belongs to them.*

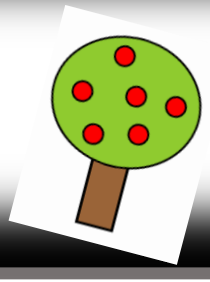
Knowledge Intentions

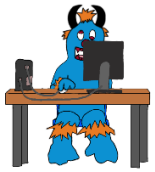
1. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
2. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.*
3. *When work is saved electronically, it can be stored on a hard drive, a shared drive called a server or online so that it can be opened on the same device or another device at a later time.*
4. *Private information includes name, address, date of birth or school and this information should not be shared online. Any concerns or worries should be reported to a trusted adult.*
5. *When work is saved electronically, it needs to have a name that identifies it and is easily remembered*
6. *Software available online, such as email, social media platforms or blogs, can be made by individuals to communicate their ideas.*
7. *Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community.*

End products: Create shape pictures e.g. a house, tree or doll which require clicking and dragging with a mouse or tract pad.

The IT Suite

Software: Microsoft Word
Hardware: Laptops





Term Two

Learning Intentions

1. *Create multimedia components for a range of tasks.*
2. *Edit multimedia components for a range of tasks.*
3. *Use different types of software and identify their purpose.*
4. *Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*

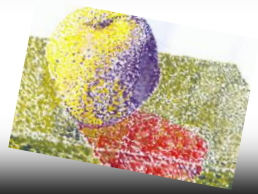
Knowledge Intentions

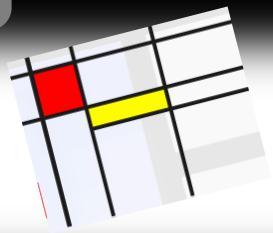
1. *Multimedia components, such as text, images, audio and video clips, can be created, edited and combined to create content for a range of tasks.*
2. *Each type of software, such as word processing, presentation and image editing, can be used for different purposes, including writing reports and creating slide shows or posters.*
3. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
4. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.*

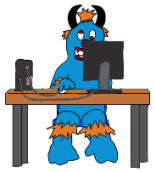
End products: Create a piece of artwork which combines at least two artistic styles e.g. pointillism, Mondrian, Picasso, Colour-coding or Pop Art.

The IT Suite

Software: Microsoft Paint or Doodle Buddy (app)
Hardware: Laptops or iPads







Term Three

Learning Intentions

1. *Show awareness that work they create and save on a computer or tablet can be shown to others using another device. Select appropriate software to complete given tasks using images. Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*
2. *Recognise the ways digital technology can be used in the classroom, home and community.*
3. *Recognise that work they have created belongs to them. Recognise that some websites ask for private information and discuss how to handle these requests. Understand that there are online tools that can help people to create and communicate.*

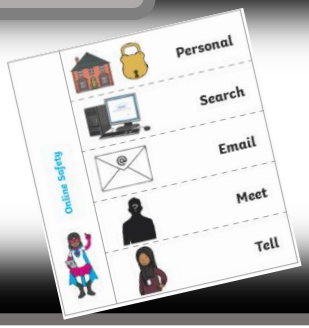
Knowledge Intentions

1. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
2. *Digital technology is used in all parts of everyday life, such as on a tablet to play a game or using a microwave to heat food. Some of this digital technology can be used to connect with others locally, such as sharing digital work in the classroom, or globally, such as using Skype on a computer to speak to a friend overseas.*
3. *Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community.*
4. *Private information includes name, address, date of birth or school and this information should not be shared online. Any concerns or worries should be reported to a trusted adult.*
5. *Software available online, such as email, social media platforms or blogs, can be made by individuals to communicate their ideas.*

End products: Create an online safety flap book using the knowledge that they have gained.

The IT Suite

Software: Microsoft Paint
Internet Explorer or Google Chrome



Term Four

Learning Intentions

1. *Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites).*
2. *Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm.*
3. *use logical reasoning to predict the behaviour of simple programs*
4. *Select appropriate software to complete given tasks using images.*
5. *Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*

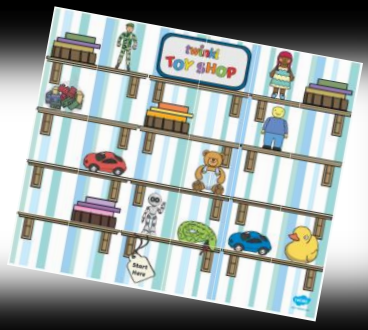
Knowledge Intentions

1. *An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially.*
2. *Mistakes are called bugs and finding and fixing them is called debugging.*
3. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
4. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*

End product: to write an arrow algorithm which would direct the Bee-Bot through the 'Twinkl Toy Shop'

The IT Suite

Hardware: BeeBot, digital camera or tablet with camera



Term Five

Learning Intentions

1. *Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites).*
2. *Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm.*
3. *use logical reasoning to predict the behaviour of simple programs*
4. *Recognise that work they have created belongs to them. Recognise that some websites ask for private information and discuss how to handle these requests.*
5. *Use different types of software and identify their purpose.*
6. *Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*

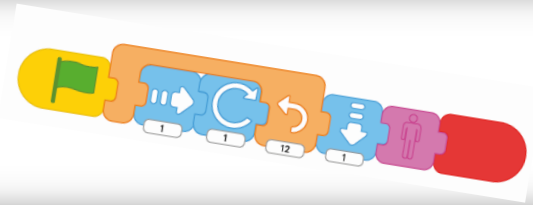
Knowledge Intentions

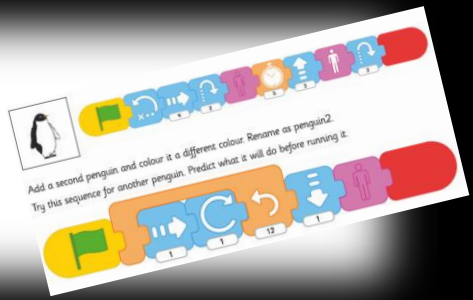
1. *An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially.*
2. *Mistakes are called bugs and finding and fixing them is called debugging.*
3. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
4. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
5. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
6. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.*

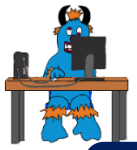
End products: Program Penguins to move
and hop into the water, then turn invisible or somersault into the water.

The IT Suite

Software: Scratch Jr
Hardware: Tablet







Term Six

Learning Intentions

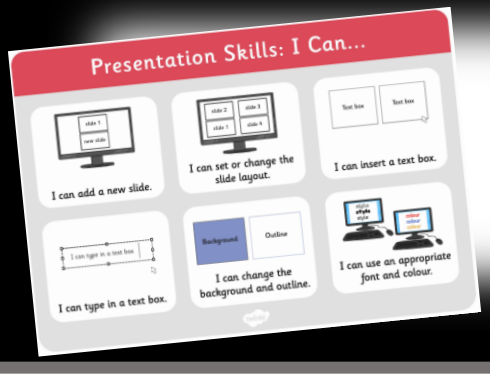
1. *Recognise that work they have created belongs to them.*
2. *Begin to use a range of software for different purposes.*
3. *Observe how collected data can be represented electronically.*
4. *Search for or retrieve digital content, including images and information, in digital folders and, with supervision, online.*
5. *Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*

Knowledge Intentions

1. *When work is saved electronically, it can be stored on a hard drive, a shared drive called a server or online so that it can be opened on the same device or another device at a later time.*
2. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
3. *To search for digital content, the user needs to know the file name, file type and folder name or keywords and search terms to find the correct information.*
4. *When work is saved electronically, it needs to have a name that identifies it and is easily remembered.*
5. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*

End product: Create, save, present and print a PowerPoint Presentation

The IT Suite



Software: Microsoft PowerPoint
Hardware: Laptops

KS1 Intention Map 2022 - 2023

Term One

Learning Intentions

1. *Show awareness that work they create and save on a computer or tablet can be shown to others using another device.*
2. *Select appropriate software to complete given tasks using text, images, audio and video clips.*
3. *Use a range of computing hardware for different purposes.*
4. *Begin to use a range of software for different purposes.*
5. *Recognise the ways digital technology can be used in the classroom, home and community.*

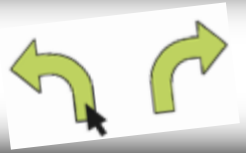
Knowledge Intentions

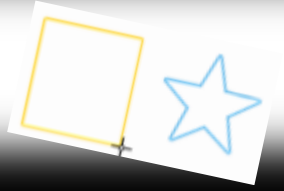
1. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
2. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
3. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.*
4. *Digital technology is used in all parts of everyday life, such as on a tablet to play a game or using a microwave to heat food. Some of this digital technology can be used to connect with others locally, such as sharing digital work in the classroom, or globally, such as using Skype on a computer to speak to a friend overseas.*
5. *When work is saved electronically, it needs to have a name that identifies it and is easily remembered*

End Product: Create a poster using different brushes, colours, shapes, the fill tool, add and format text and use undo and redo to correct mistakes.

The IT Suite

Software: Microsoft Paint
Hardware: Laptops





Term Two

Learning Intentions

1. *Select appropriate software to complete given tasks using text. Search for or retrieve digital content, including images and information, in digital folders and, with supervision, online. Use a range of computing hardware for different purposes. Begin to use a range of software for different purposes.*
2. *Recognise that work they have created belongs to them.*

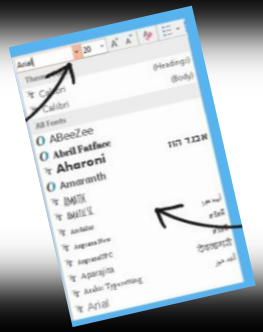
Knowledge Intentions

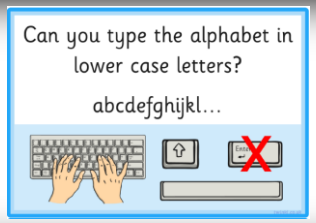
1. *When work is saved electronically, it can be stored on a hard drive, a shared drive called a server or online so that it can be opened on the same device or another device at a later time.*
2. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
3. *To search for digital content, the user needs to know the file name, file type and folder name or keywords and search terms to find the correct information.*
4. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.*
5. *When work is saved electronically, it needs to have a name that identifies it and is easily remembered*

End Product: A piece of text that has been formatted by editing colour, size and shape.

The IT Suite

Software: Microsoft Word
Hardware: Laptops





Term Three

Learning Intentions

1. *Recognise and demonstrate that some information can be found online and some offline.*
2. *Stay safe online by choosing websites that are appropriate to visit (based on the confidence you have in the author(s) of the website).*
3. *Use different types of software and identify their purpose.*
4. *Co2/1.6 Stay safe online by choosing websites that are appropriate to visit (based on the confidence you have in the author(s) of the website).*
5. *Recognise that information put online leaves a digital footprint.*
6. *Recognise some uses of the internet, in simple terms.*
7. *Recognise why digital technology is used in the classroom, home and community.*

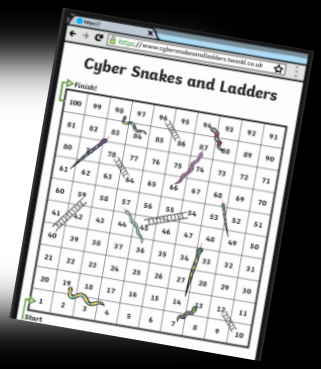
Knowledge Intentions

1. *A device is online if it is connected to the internet or a network and can communicate with other devices. A device is offline if it is not connected to the internet or network and cannot connect to other devices.*
2. *Digital technology, such as email, social media platforms or blogs, can be used by individuals to communicate and connect with others but should be used appropriately, including using language that is not hurtful or disrespectful to others, having adult supervision or following the school's acceptable use policy.*
3. *Some websites are not age-appropriate and so it is important to tell a trusted adult about any concerns or worries.*
4. *The internet is used to connect computers or devices around the world.*
5. *Digital technology is used in everyday life and can be used to support learning and connect with others.*

End Product: Advise others, through discussion, how to stay safe online.

The IT Suite

Software: Internet Explorer or Google Chrome
Hardware: iPads



Term Four

Learning Intentions

1. *Create a simple solution that tests an idea.*
2. *Predict the outcome and test that the intended solution works.*
3. *Plan and enter a sequence of instructions using a robot, specifying distance and angle of turn.*

Knowledge Intentions

1. *An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task.*
2. *Algorithms can be followed by people or digital equipment.*
3. *For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially.*
4. *Mistakes are called bugs and finding and fixing them is called debugging.*
5. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
6. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*

End Product: Children can explain what an algorithm, a command and quarter and half turns are.

The IT Suite

This unit does not use software or hardware. The children are required to develop an understanding of sequences and methods of 'Debugging' systems.

Term Five

Learning Intentions

1. *Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites).*
2. *Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm.*
3. *use logical reasoning to predict the behaviour of simple programs*
4. *Recognise that work they have created belongs to them. Recognise that some websites ask for private information and discuss how to handle these requests.*

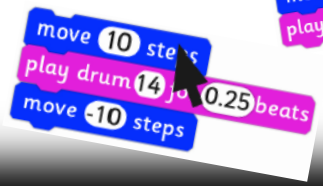
Knowledge Intentions

1. *An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially.*
2. *Mistakes are called bugs and finding and fixing them is called debugging.*
3. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
4. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*

End Product: create an algorithm and use the commands to change the backdrop and add sprites.

The Design Studio

Software: Turtle Logo and Scratch
Hardware: Laptops



Term Six

Learning Intentions

1. *Begin to use a range of software for different purposes.*
2. *Recognise that work they have created belongs to them.*
3. *Observe how collected data can be represented electronically.*
4. *Search for or retrieve digital content, including images and information, in digital folders and, with supervision, online.*

Knowledge Intentions

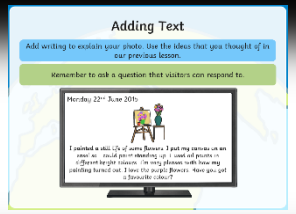
1. *When work is saved electronically, it can be stored on a hard drive, a shared drive called a server or online so that it can be opened on the same device or another device at a later time.*
2. *Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes.*
3. *To search for digital content, the user needs to know the file name, file type and folder name or keywords and search terms to find the correct information.*
4. *Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot.*
5. *When work is saved electronically, it needs to have a name that identifies it and is easily remembered.*

End Product: Share a good example of a helpful comment with an appropriate response

The IT Suite

ghost

Software: Internet Explorer, Ghost Blogging
Hardware: Laptops



Checklist

	National Curriculum Programme of Study	2021 - 2022	2022 - 2023
Computing			

	YEAR A 2020 - 2021						Year B 2021 - 2022					
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6