

# READ FIRST

## YEAR 1: TECHNOLOGY AROUND US

### CURRICULUM MILESTONES

*I can identify examples of technology in the classroom*

*I can use apps or websites to aid my learning*

*I can move a cursor with a mouse or trackpad and click on an icon*

### WHY THIS? WHY NOW?

#### CURRICULUM SEQUENCING AND ASSESSMENT

As may be required, this year 1 unit can be approached with children having no prior learning. However, those children who have been educated in Reception classes may well have encountered computational thinking in their learning, especially if they have been using the recommended resources for early years from Barefoot Computing. In this unit, such simple foundational concepts are added to with more thorough understanding of physical computers; how they are used and how they work.

The premise of this lesson sequence is fine, but with young children you may need to skip through some of the concepts in the slides at speed in order to maintain pace. In the same way, you may find that amalgamating some of the lessons together will suit your approach.

If using Chromebooks, Google Docs will be a worthwhile quick tool for children – it will save docs automatically. Seesaw / Book Creator / Clicker would be good alternatives which have more year 1 friendly interfaces also.

Use text that children can call on quickly, such as from books – don't use anything too long since this may well be their first experience with a keyboard.

These sessions may work best towards the end of year 1 – with children a little older – and be aware of the potential clash between phonics approach and keyboard letters.

### EASY ACCESS TIPS: LESSON 3

Instead of using a paint program (these are explored extensively in the Digital Painting unit) it may be a good idea to look to web-based tools that require children to use the mouse (or trackpad). A maths program or something from the [CBeebies website](#), or many others, will give children of this young age a wider variety of experience.

### WANT QUICK, HANDS-ON ACTIVITIES WITHOUT SCREENS?

The [Hello Ruby](#) resources have some very good quick activities and short introductory videos that will complement (or replace) parts of this unit well. Try: [Me and The Computer](#); [Tools of the Trade](#); [Future Computers](#); [Computer Scavenger Hunt](#); [My First Computer](#)