Teaching on a page – Computing

Clearly defined lessons	• This is our Computing lesson, • Computing is learning how computers and computer systems work, how to design and build programs, solve any problems with the programs and how to create, store and retrieve documents we have created
Review prior knowledge (Sticky knowledge)	• Let's remember some of our previous learning in Computing (this term, previous terms, previous years) ○ Image ○ Quiz ○ Vocab
New Teaching Purple Mash Planning & Slideshow Work set for children linked to lesson on 2Do or printed sheet.	• Introduce learning for the lesson – What will we be able to do / know by the end of the lesson • Model learning • Independent practice ○ Adaptations to support children with specific needs (See Computing Adaptations sheet) ○ Adaptations to challenge more able children • Displayed during the lesson (Whiteboard, on tables, working walls, subject areas) ○ Vocabulary ○ Screen shot of apps being used • Questioning and discussion to pick up on any misconceptions and misunderstanding. • Save outcomes in work folder on Purple Mash or alternative as appropriate.
Review outcomes	• Share work with a partner / small group or whole class • Evaluate work – what have we learnt? How could these skills be used in a different way • Discuss vocab. used
Evidence	• Saved in Purple mash work folder
Assessment	• Assessment updated Termly on EAZMAG Y1 WT, Y1 Ent/+, Y1 Dev/+, Y1 Sec/+ (See Purple Mash Assessment Guidance document for Emerging, Expected Exceeding & Purple Mash skills and Knowledge check) • Purple Mash Unit Quiz (Set on 2Do) • Pupil Voice – Questions from Unit Knowledge Organiser or Learning Mat