BILSTON CHURCH OF ENGLAND PRIMARY

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing	Data	Year 1	Summer 2	6 hours

Software/App – off line activities (grouping physical objects and pictorial images)

Vocabulary	
• Object • Label • Group • Search • Image • Property • Colour • Size • Shape • Value • Data set • Shape • More • Less • Most	• Fewest • Least • The same

Lesson Sequence	Time Allocation	Key Question/ WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: label and match a group of objects	You will need to be aware that the term 'object' is used to describe anything that can be labelled with properties, eg animals, pencils, or trees. When talking about objects, they are named to make it easier for humans to know what other humans are talking about, eg 'tree'. The name may change depending on context (sometimes 'tree' is enough, but sometimes 'oak tree' may be required), but it is always a property that an object can be labelled with. A label is a property used to describe an object, eg 'green'. This is the data that is collected about the object.

You will need an understanding that computers are not intelligent. Although they may seem like they are able to complete tasks autonomously, they are using input from humans, for example, searching for images that have been labelled by a person, or 'counting' data that has been grouped by people.

Introduction and Activity 1: Assesses learners' understanding that objects are labelled using the object's name.

Activity 2: Assesses learners' ability to match an object to a predefined group.

Activity 3: Assesses learners' understanding that a group of objects is labelled with a group name.

Plenary: Assesses learners' understanding that an object can belong to more than one group. | Teach computing resources

Hoops |
| Lesson 2 | 1 hour | WALT: count and group a set of objects | This lesson focuses on grouping objects. Computers can be used to group data for analysis. The analysis in this lesson is limited to a simple count of the objects in a group. Grouping is revisited throughout the data and information units.

Activity 1: Assesses learners' ability to count a number of assorted objects. | Teach Computing resources

3 different types of physical classroom resources e.g. rulers rubbers, pencils |

			Activity 2: Assesses learners' ability to count a number of objects from a large group.	
			Activity 3: Assesses learners' ability to classify objects and count the groups, and to understand that objects that are the same but look different can still be grouped together.	
			Plenary: Assesses learners' understanding of the fact that computers are not intelligent and require human input to perform tasks.	
Lesson 3	1 hour	WALT: describe an object	In this lesson, learners will be introduced to the term 'property' to describe objects. A label is a property used to describe an object, eg 'green'. This is the data that is collected about the object.	Teach computing resources 2D shapes Talk buttons or dictation tool (optional)
			Activity 1: Assesses learners' ability to describe an object, using different descriptive words, and you can assess their ability to understand that the descriptive words relate to the properties of an object.	
			Activity 2: Assesses learners' ability to identify the property of an object.	
			Activity 3: Assesses learners' ability to find objects with similar properties.	
			Plenary: Assesses learners' ability to understand that labels are given to images of objects so that computers are able to find what humans are looking for.	
Lesson 4	1 hour	WALT: make different groups of objects	In this lesson, the term 'data set' is used. This is used to describe a collection of related data.	Teach computing resources 2D shapes Sticky Notes
			Introduction and Activity 1: Assesses learners' ability to group objects with the same properties and count the number of objects within these groups.	
			Activity 2: Assesses learners' ability to use properties to separate a collection of objects into groups.	
			Plenary: Assesses learners' ability to recognise what property the objects have been grouped by.	

Lesson 5	1 hour	WALT: compare groups	This lesson offers an opportunity to make the link between grouping objects in the real world and grouping objects on a computer. To strengthen this link, the language of 'is…' and 'is not…' should be used wherever possible. **Activity 1:** Assesses learners' ability to choose how to group different shapes. **Activity 2:** Assesses learners' ability to describe groups of 2D shapes. **Activity 3:** Assesses learners' ability to describe groups of objects and record how many are in each group. **Plenary:** Assesses learners' ability to compare different groups of objects.	Teach computing resources 2D shapes
Lesson 6	1 hour	WALT: decide how to group objects to answer a question	This lesson groups objects by different properties to show that there are multiple ways of grouping the same objects. It will be useful to also have examples of physical objects (such as shapes or animals), which learners can group in the classroom. **Introduction:** Assesses learners' ability to begin to understand comparative language and to use this language to compare groups of objects. **Activity 1:** Assesses learners' ability to understand that you can answer questions by sorting objects into groups. **Activity 2:** Assesses learners' ability to group a number of objects in order to answer a question, and their ability to record this on their activity sheet. **Activity 3:** Assesses learners' ability to demonstrate how they have grouped the objects, and whether this has allowed them to answer the questions.	Teach computing resources