



Declarative and Procedural Knowledge

Year 1

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Introduction

The Declarative and Procedural Knowledge documents are designed to support teachers in understanding the intended learning outcomes of each unit. They outline the specific knowledge and skills that children should acquire and demonstrate by the end of their learning.

- Declarative Knowledge sets out what children will **know**. This includes facts, concepts, definitions, and key ideas that form the foundation of the unit.
- Procedural Knowledge sets out what children will **be able to do**. This focuses on the skills and processes children should develop and apply when using technology.

These documents are used to:

- Provide teachers with a clear overview of learning expectations for each unit.
- Ensure consistency of teaching and progression of knowledge and skills across year groups.
- Support planning, teaching, and assessment by highlighting the essential outcomes to focus on.
- Reinforce the balance between understanding (knowing) and application (doing) in computing.

This document aims to help teachers see the bigger picture of what children will learn, how they will apply it, and how these elements connect across the computing curriculum.

Introduction to Purple Mash

National Curriculum Links	Dominant objectives for this unit: Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology safely and respectfully, keeping personal information private.
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Declarative - By the end of the unit the children will know that:	Procedural – By the end of the unit the children will know how to:
It is important to log in to a site, the importance of keeping passwords safe and the need to log out at the end of a session.	- Access Purple Mash from home and school. - Log out of Purple Mash. - Give reasons why it is important to keep a password safe and not share it with other people.
An avatar is a virtual representation of a person suitable for use online.	Make and edit their own avatar.
The 2Do system allows teachers to assign tasks to children within Purple Mash.	- Open 2Dos. - Save 2Dos. - Hand in 2Dos and communicate with their teacher via the 2Do.
Online sites have a main page called the homepage.	Access the Purple Mash homepage when on the site.
Online sites often use an alert system to communicate with the user.	Access alerts within Purple Mash.
To move to a different activity in Purple Mash, you must first close the current activity.	Close activities in Purple Mash.
Many online sites, including Purple Mash, have an area for an individual's work that is accessible only to the individual (and in Purple Mash to their teacher as well).	- Access their work area. - Save work in their work area. - Locate and open work they have done previously in their work folder.
To access Purple Mash programs, you use the Tools area.	Open a specified tool.
You can access non-visible parts of a screen using scrolling.	Scroll up and down and from side to side where applicable.
You can use a physical or on-screen keyboard to type upper and lower-case letters and spaces.	Type upper and lower-case letters and spaces using the device available.

Creative Computing

National Curriculum Links	Dominant objectives for this unit: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
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Declarative - By the end of the unit the children will know that :	Procedural – By the end of the unit the children will know how to :
Art can be created using digital tools.	- Select colours and painting effects in 2Paint. - Control a computer mouse. - Use a mouse or finger (device dependent) to perform tasks.
Digital tools can be used to play and make simple games.	- Use drag and drop methods to complete games, including 2DIY jigsaws and placing activities. - Use the image gallery to create jigsaw images. - Use hotspots in 2DIY placing games.
Purple Mash allows a user to share work for others to use on digital display boards.	- Share work to a Purple Mash Display Board. - Access shared work on a Purple Mash Display Board.

Data Explorers

National Curriculum Links	Dominant objectives for this unit: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
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Declarative - By the end of the unit the children will know that :	Procedural – By the end of the unit the children will know how to :
Items can be grouped using a range of criteria, and a logical process should be used when doing so.	- Identify criteria that can be used to sort items into groups. - Sort items using criteria. - Logically sort items into groups.
Digital tools can be used to group images of items.	Complete grouping questions in 2Quiz using given criteria.
Sorting is a way to organise items.	Complete sequencing questions in 2Quiz using given sorting criteria.
Sorting and grouping have different meanings.	Decide whether it is better to sort or group items to organise them.
Data is information that can be collected and used.	- Identify items to be grouped or sorted as examples of data that can be organised. - Use data grouping and sorting to answer questions.
Data can be represented digitally using pictures.	- Create a pictogram using data from the class in 2Count. - Answer questions about the class using a pictogram.
Before collecting data, you must think about how it can be used and what information to collect.	- Collect and record data. - Input the data into the 2Count tool. - Make a pictogram using 2Count. - Answer questions using the pictogram.

Creating and Following Instructions

National Curriculum Links	Dominant objectives for this unit: Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
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Declarative - By the end of the unit the children will know that:	Procedural – By the end of the unit the children will know how to:
To achieve a specific effect when building something, accurate instructions must be followed.	- Think carefully about how to word oral instructions to achieve a desired outcome. - Give clear, precise and concise instructions for someone to follow. - Test whether instructions have been followed by comparing the outcome to the instructions. - Examine instructions to see where confusion might have arisen.
- Computer programs need precise instructions to follow and these are called algorithms. - If instructions are vague, outcomes will vary for a given task.	- Use a computing device to follow simple instructions in a painting project. - Examine the outcomes of following instructions to check for differences in interpretation. - Decide whether any differences were due to the clarity of the instructions or the end user.
The order of instructions for a task affects the results.	- Identify when a sequence of instructions is incorrect and why. - Explore the possible outcomes of following incorrectly sequenced instructions.
Correcting errors in an algorithm or program is called debugging.	- Find errors in a simple algorithm. - Correct an algorithm sequence by re-ordering it. - Recognise when an algorithm has been debugged. - Apply learning about debugging an algorithm to other incorrectly sequenced instructions, such as baking cakes.