OUR LEARNING JOURNEY

Computing Systems and Networks

Communication and collaboration

Exploring how data is transferred by working collaboratively online.

Year **6** Year **6**

Systems and Searching

Recognising IT systems in the world and how some can enable searching on the internet.

Year **5** Year **5**

The Internet

Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.

Year **4** Year **4**

Connecting Computers

Identifying that digital devices have inputs, processes and outputs, and how devices can be connected to make networks.

Year **3** Year **3**

Information technology around us

Identifying IT and how its responsible use improves our world in school and beyond.

Year **2** Year **2**

Technology around us

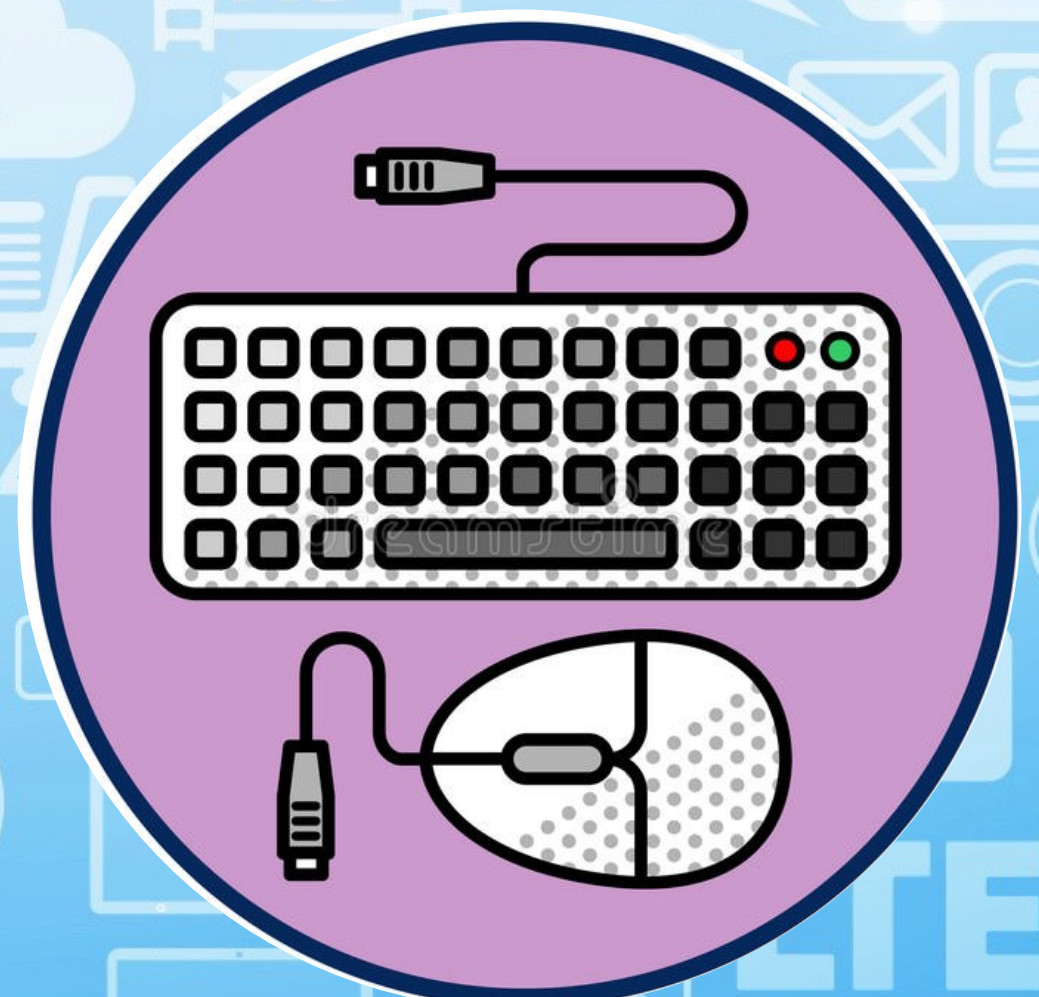Recognising technology in school and using it responsibly.

Year **1** Year **1**

Using a Computer

Recognising the main parts of a computer, how to use a keyboard and mouse, and logging in and out.

Reception Reception

OUR LEARNING JOURNEY

Creating Media

Webpage Creation

Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.

Year **6** Year **6**

Video Production

Planning, capturing, and editing video to produce a short film.

Year **5** Year **5**

Audio Production

Capturing and editing audio to produce a podcast, ensuring that copyright is considered.

Year **4** Year **4**

Stop-Frame Animation

Capturing and editing digital still images to produce a stop-frame animation that tells a story.

Year **3** Year **3**

Digital Photography

Capturing and changing digital photographs for different purposes.

Year **2** Year **2**

Digital Painting

Choose appropriate tools in a program to create art, and making comparisons with working non-digitally.
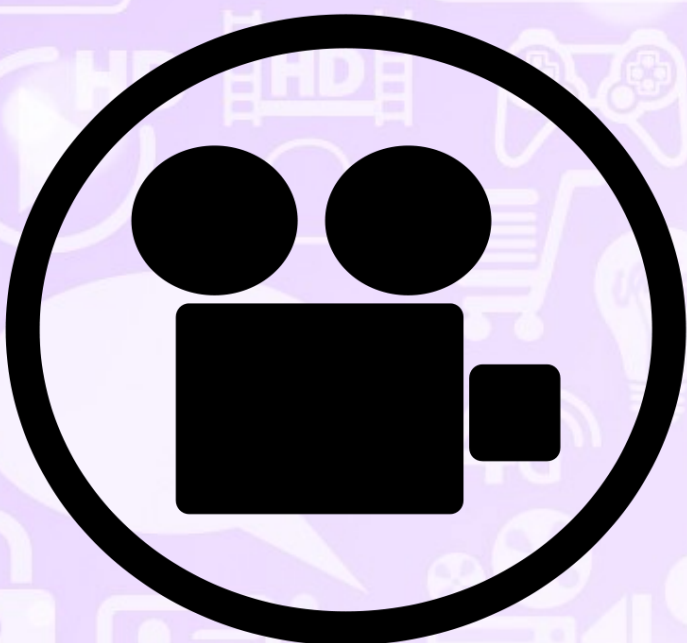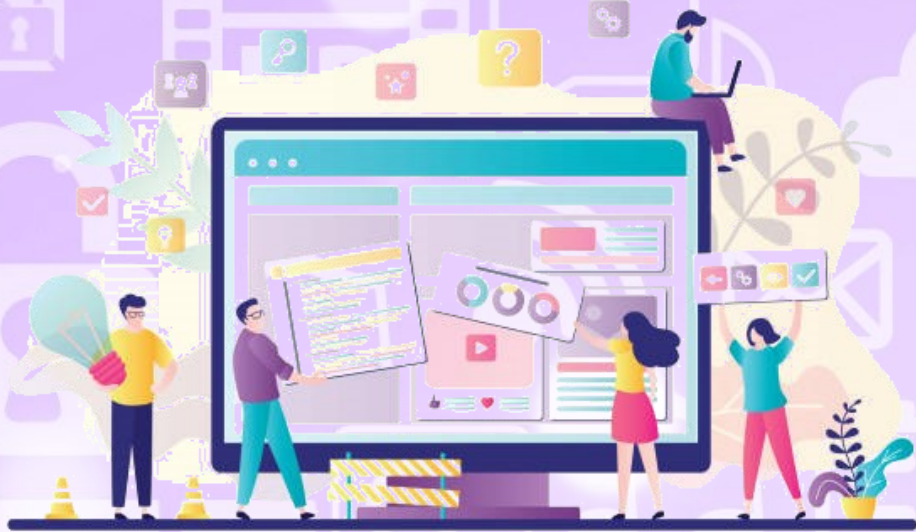
Year **1** Year **1**

Exploring Hardware

Children explore with different computer hardware and learn how to use a camera.

Reception Reception

OUR LEARNING JOURNEY

Programming A

Variables in Games
Explring variables when designing and coding a game.

Year **6**   Year **6**

Selection in Physical Computing
Exploring conditions and selection suing a programmable microcontroller.

Year **5**   Year **5**

Repetition in Shapes
Using a text-based programming language to explore count-controlled loops when drawing shapes.

Year **4**   Year **4**

Sequencing Sounds
Creating sequences in a block-based programming language to make music.

Year **3**   Year **3**

Robot Algorithms
Creating and debugging programs, and using logical reasoning to make predictions.

Year **2**   Year **2**

Moving a Robot
Writing short algorithms and programs for floor robots, and predicting program outcomes.
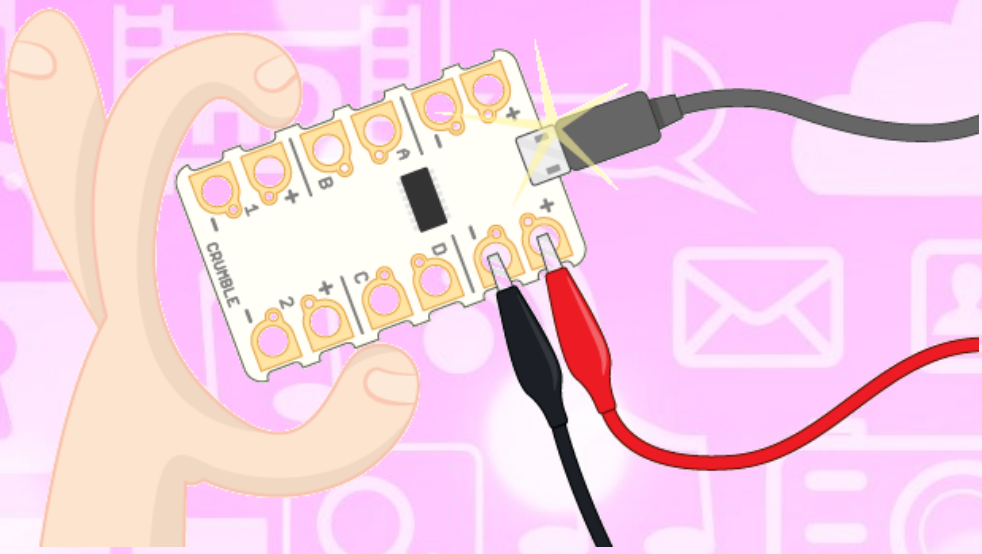
Year **1**   Year **1**

Exploring a Robot
Using the beebots, move them around the mats to get to different destinations.

Reception   Reception

OUR LEARNING JOURNEY

Data and Information

Intorducion to Spreadsheets
Answering questions by using spreadsheets to organise and calculate data.

Year **6** Year **6**

Flat-file Databases
Using a database to order data and create charges to answer questions.

Year **5** Year **5**

Data Logging
Recognising how and why data is collected over time, before using data loggers to carry out an investigation.

Year **4** Year **4**

Branching Databases
Building and using branching databases to group objects using yes/no questions.

Year **3** Year **3**

Pictograms
Collecting data in tally charts and using attributes to organise and present data on a computer.

Year **2** Year **2**

Grouping Data
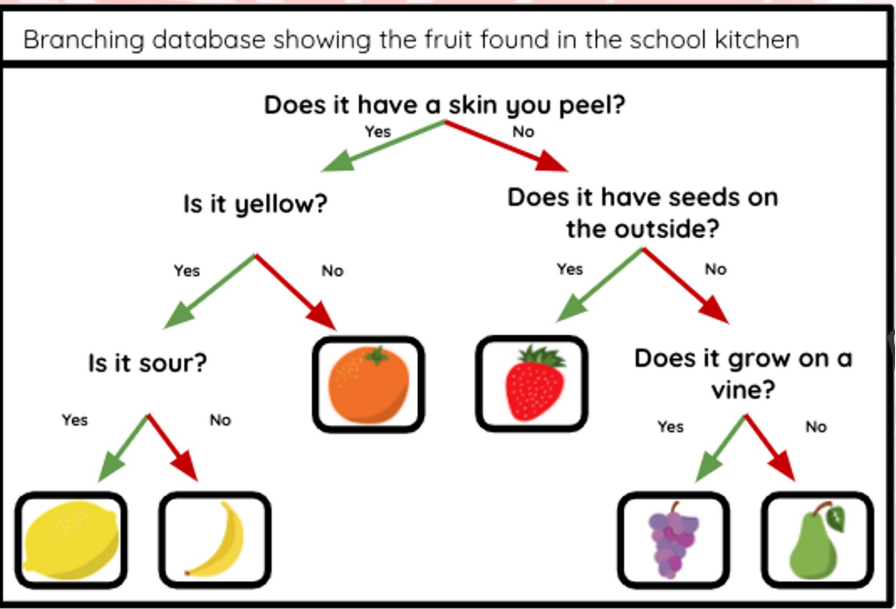Exploring object labels, then using them to sort and group objects by properties.
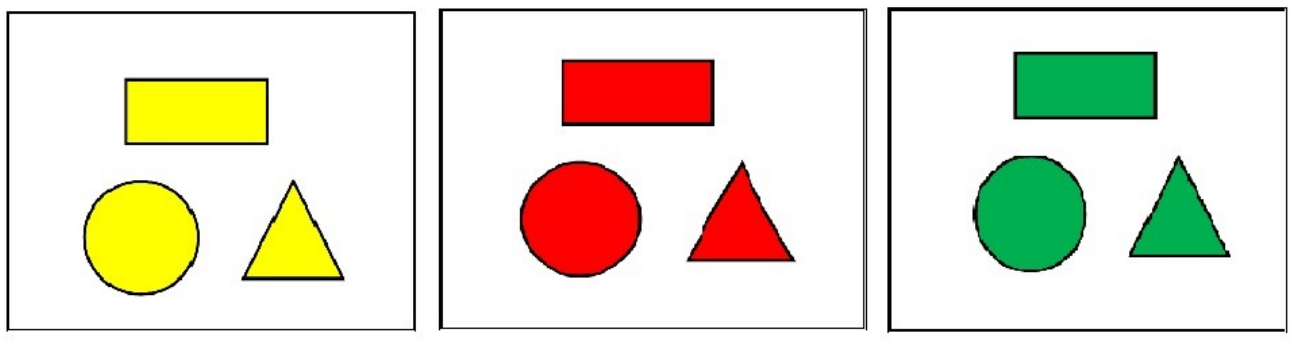
Year **1** Year **1**

Introduction to Data
Children Sort and categorise data and are introduced to brancing databases and pictograms.

Reception Reception

Excel

Branching database showing the fruit found in the school kitchen

FRUIT	NUMBER OF CHILDREN WHO CHOSE IT
PEAR	
WATERMELON	
ORANGE	
APPLE	
BANANA	

OUR LEARNING JOURNEY

Creating Media

3D Modelling

Planning, developing, and evaluating 3D computer models of physical objects.

Year 6

Year 6

Introduction to Vector Graphics

Creating images in a drawing program by using layers and groups of objects.

Year 5

Year 5

Photo Editing

Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.

Year 4

Year 4

BEFORE

AFTER

Desktop Publishing

Creating documents by modifying text, images, and page layouts for a specified purpose.

Year 3

Year 3

Digital Music

Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.

Year 2

Year 2

Digital Writing

Using a computer to create a d format text, before comparing to writing non-digitally.
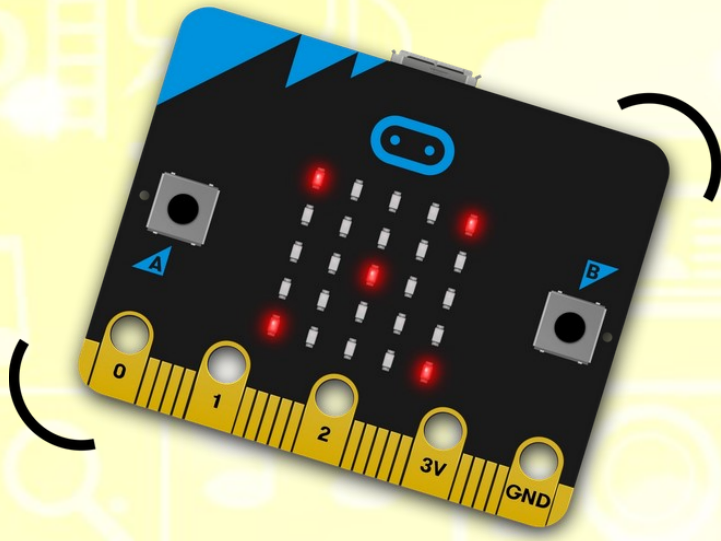
Year 1

Year 1

OUR LEARNING JOURNEY

Programming B

Sensing Movement

Designing and coding a project that captures inputs from a physical device.

Year **6**

Year **6**

Selection in Quizzes

Exploring selection in programming to design and code an interactive quiz.

Year **5**

Year **5**

SCRATCH

Repetition in Games

Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

Year **4**

Year **4**

Events and Actions in Programs

Writing algorithms and programs that use a range of events to trigger sequences of actions.

Year **3**

Year **3**

Programing quizzes

Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

Year **2**

Year **2**

Programming Animations

Designing and programming the movement of a character on screen to tell stories.

Year **1**

Year **1**

All about Instructions

They receive and give instructions, understanding the importance of precise instructions.

Reception

Reception

SCRATCH Jr