Computing Learning Journey

E-Safety– The study of a cyberbullying, online safety, safer use of IT systems.

Creative Media & Web design– Design and web page manipulation .

Office skills – The practical use of Word processors, presentation software,

Game Making – Computer game design and creation and project work concepts.

Modelling and Finance– Spreadsheet modelling and skills.

Eradicate brush marks and blend a variety of tones accurately and effectively using a range of methods and paintbrushes.

Hardware and software– The components of a computer and how they function.

KS3

To explain the importance of internet addresses.

To plan the features of a web page

To explain how sharing information online can help people to work together.

To create a 3D model for a given purpose

Select objects to create a desired print effect.

To recognise the implications of linking to content owned by other people

To choose how to improve a game by using variables

YEAR 6

To develop a program to use inputs and outputs on a controllable device

To capture video using a range of techniques

To consider the impact of the choices made when making and sharing a video

To explain how search results are ranked.

To explain that computers can be connected together to form systems.

To identify that drawing tools can be used to produce different outcomes

To recognise that vector drawings consist of layers

To create my own digital 3D model

To explain that formulas can be used to produce calculated data

To create a program that controls a physical computing project

To use a conditional statement to compare a variable to a value.

To use a real-world database to answer questions

To explain how selection is used in computer programs

To explain that computer programs can be used to compare data visually

To explain that in programming there are infinite loops and count controlled loops

To create a program in a text-based language

YEAR 5

To explain that data gathered over time can be used to answer questions

To use a digital device to collect data automatically

To identify that accuracy in programming is importan

To develop the use of count-controlled loops in a different programming environment

To explain that the composition of digital images can be changed

To explain that colours can be changed in digital images

To identify that sound can be recorded

To recognise how networked devices make up the internet

YEAR 4

Use different sized and shaped brushes to experiment with techniques such as dotting, splashing, sweeping and dabbing.

To explore a new programming environment

To identify the attributes needed to collect data about an object

To relate animated movement with a sequence of images

To explain that animation is a sequence of drawings or photographs

To explain how digital devices function

To explain how a sprite moves in an existing project

To create questions with yes/no answers

To recognise that text and layout can be edited

To recognise how digital devices can change the way we work

I can find which commands move a sprite

I can test the programs I have created

I can use a computer to create a musical pattern using three notes

I can enter data onto a computer

I can identify the choices that I make when using information technology

I can explain how information technology helps people

YEAR 3

KS1

I can use a start block in a program

I can follow a sequence and predict the outcome of a sequence

I can plan algorithms for different parts of a task

I can take photos in both landscape and portrait format

I can describe some uses of computers and some examples of computers

I can compare types of information technology, find examples and talk about uses of IT.

‘The computer was born to solve problems that did not exist before’ – Bill Gates