

Computing Learning Journey

Year R



Let's Play

We will start to learn about security and privacy discussing what people need when they get new technology, looking at passwords and trustworthy people..



Automaticity -

The ability to use some skills with such ease as they no longer require active thinking

What on Earth?

We will learn about ownership with technology, being able to identify our work as our own and where we would save online documents.

Come Fly With Me: Asia

We will learn different ways of finding information online, such as searching it up or using voice actions like Siri. We will begin to develop mouse skills being able to move objects online.

Precision -

The ability to work effectively within the rules of a domain

Year 1

Come Fly with me! Artic circle

Pupils will produce a piece of computer-based art using functions such as fill, pencil and spray using an online Paint program. They will also add some sound and text for effect, before saving their work as a collective presentation.

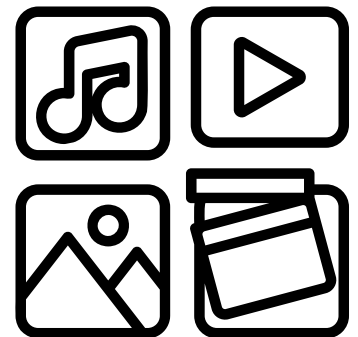


Confident

The ability to develop a belief in your knowledge, understanding and action.

Happily Ever After

Pupils are introduced to the word algorithm, with it explained simply as a series of instructions. They will learn that humans and computers follow algorithms all day, every day, and look at examples of algorithms.



Light up the World

After learning about fireworks and the British Musical Firework Championships, pupils will discuss their likes and dislikes about fireworks. They will collect data about their favourite fireworks and then use this to produce pictograms and graphs, using either data handling software or via an online program.

Unity In The Community

After discussing further examples of algorithms in everyday life, pupils work collaboratively to write an algorithm to make jam sandwiches. Pupils will then make use of BeeBots or Just2easy's on-screen turtle (or similar) to program, following a path. Then, pupils will learn how to write algorithms in flowcharts, which will prepare them for future programming, making use of both unplugged activities and digital devices.



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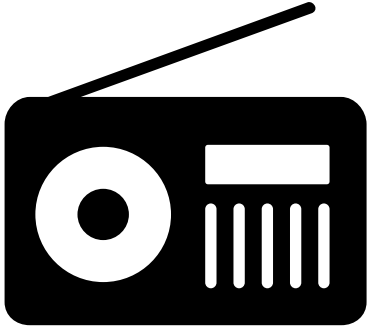


Computing Learning Journey

Year 2

Land Ahoy!

Using an online block-based programming environment, pupils will learn about sequencing, loops, and conditions / events within programming and will use this knowledge to create a game in an open-ended project.



Zero To Hero

This unit encompasses a range of skills including researching, word processing, multimedia, and digital citizenship.

Pupils will use Computing / ICT in their pupil-led starter to begin the theme unit. They will need to navigate the Internet safely and take key information from an online database to use in a presentation. They will then learn basic tools within presentation software and use these to share their research effectively.

Connection finding

The ability to use connections from past experiences to seek possible generalisations

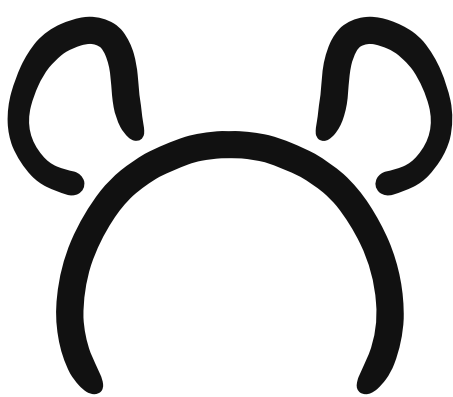
Inter-Nation Media Station

Pupils will have the opportunity to listen to examples of radio episodes on Grove FM or similar and work together to create and record a radio broadcast or podcast that has scripted sections, background music and jingles, composed during their music sessions. They will experience using recording software such as Audacity or Garageband to record and stream their broadcast.

Year 3

Come Fly With Me: Africa

Children will build on multi-media skills to research and create digital posters about African culture..



Athens Vs Sparta

Pupils will look at E-safety from the perspective of malware (malicious software) and more specifically Trojan Horse computer programs. Pupils will look at what Trojan Horse programs can do, how they can protect their computers from them and the links between computing Trojan Horses and THE Trojan Horse.

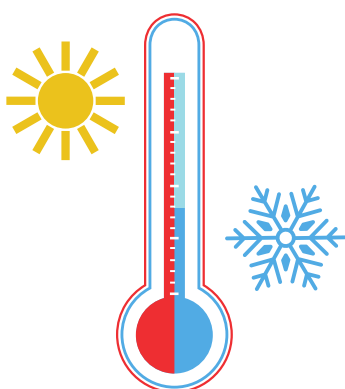
Pupils will understand about the concept of animation - from the definition to techniques - to help them link what they see on television and in the media to the practices used to create them. Pupils will also learn about the history of animation, understand the different types of animation and create their own for others to watch.

Originality

The ability to conceive something new

Under the Canopy

People will make use of data loggers to create a temperature based investigation, measuring temperature over a period of time.



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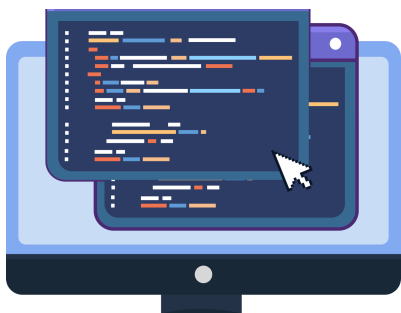


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Year 4

Lightening Speed

Pupils will learn about networks within computing and the World Wide Web. They will explore the concept of Local Area Networks (LAN) that link computers, printers, laptops and servers to one another.



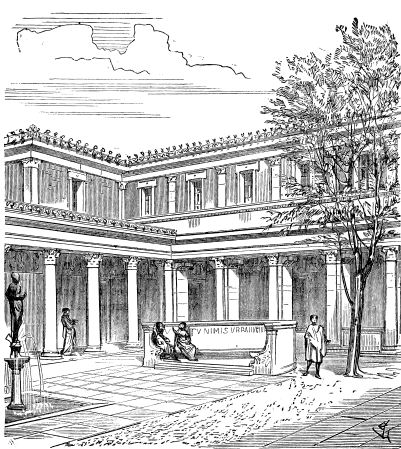
Complex and multi-step problem solving

The ability to break down a task, decide on a suitable approach and then act

Year 5

Mission Control

Pupils will learn about vector drawings and how they are created. They will understand the differences between traditional drawing, digital raster graphics and vector graphics.



Full of Beans

Pupils will use video editing software, such as iMovie or Windows Movie Maker, to create a short movie showing the importance of saving energy (local, national, international / global impact). Pupils will learn about camera angles and how they can be used to create different effects.

A World of Difference

Pupils will become quizmasters. They will critically evaluate a PowerPoint quiz template and analyse the animations and design. Pupils will have the opportunity to develop their skills in using a presentation program such as PowerPoint.

Connection finding

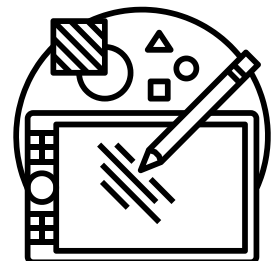
The ability to use connections from past experiences to seek possible generalisations

Law and Order

Pupils are introduced to the programming environment of Kodu. They create a 3D world and a game within it, focusing on rules and order within their game. Using a mixture of unplugged lessons and Kodu itself, pupils will explore the concept of selection in programming.

Come Fly With Me: America

Pupils will learn key features of spreadsheets such as cells, functions and formulae, and using the information gathered from the Maths Pupil-Led Activity, create graphs and bar charts etc.



You're Not Invited

Pupils will research and analyse different Roman villa designs then sketch and annotate their own. Following this, pupils will be introduced to the chosen digital paint or CAD (Computer-Aided Design) software, build the necessary skills, and use these to design and create a 2D floorplan or 3D CAD Roman villa digitally

Originality

The ability to conceive something new

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Year 6

Global Warning

There are two computing tasks in this unit. One of the tasks is related to the board game design technology task, where pupils will show their knowledge and skills in using presentation programs to produce the presentation for their board game.



'I have a dream...'

Pupils will assimilate and apply a range of skills in using recording and presenting software. They will look at how sound, visuals and narration can work together to produce an effective and engaging speech. Whilst producing their broadcast, pupils will need to consider who they would like to show it to, and why they have chosen that person or group of people.

A World of Bright Ideas

Computing in this unit follows a series of activities in which pupils refine and develop their skills in the Scratch coding program. Pupils will begin by playing and then analysing maths games that are already accessible online. They will consider how they work in terms of coding. They will then revisit how to use variables, inputs and repetition commands.



Enquiring

The ability to be curious; be willing to be proactive; keen to learn; show enterprise and think independently

Wars of the World

Pupils will use and apply the multimedia skills they have developed throughout Pathfinders and Adventurers to create a #childrenotsoldiers poster, combining and using a variety of software to achieve this. Pupils will already have had several opportunities to make posters.

However, they will now need to employ knowledge and skills of a simple design or word processing program to produce a poster with a clear message.



Practice

The ability to train and prepare through repetition of the same processes in order to become more proficient

