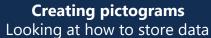
Year

Computing

Online safety









Grouping and sorting



Lego builders - An introduction to algorithms

Pupils and parents are introduced to Purple Mash and children are given their logins to use the software at home.



Maze explorers
An introduction to coding

Animated story books

Children will create their own e-book





Coding

Use of coding programmes



Spreadsheets



Technology outside of schoolWhat do we use at home?



Computing



Continuing work on Coding and Online Safety from year 1

Year 2



To allow us to explore data further



Creating picturesPupils will learn how to write captions



Effective searching - How to us the internet properly



Creating

Making music

Children will use tools to create beats and rhythms

Presenting ideas

How we can present ideas in different ways

Year 3



Touch typingHow to use a keyboard properly and effectively



How to use email properly and safely



Databases

Pupils will continue to use Purple Mash in school and at home to enhance their computing skills

Computing

How to create simulations



GraphingCreating a graph and analysing data

Year 4



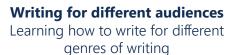
Coding and online safety - Linking to previous knowledge in Years 1-3.



CREATING

Fluent thinkingThe ability to
generate ideas

LogosPupils will create their own logo using Purple Mash software





Animation



Hardware investigators

Children will be able to identify different parts of a computer

Effective searching
How to find information effectively



Computing

Year

Online safety

How to choose safe passwords



Databases

How to store data effectively **Game creating**

Children use their knowledge of coding to create their own game

Concept maps Storing ideas digitally 3D modelling



Coding - Looking at more advanced algorithms



Online safety

What is and isn't safe to share?

Blogging

How to write in a blog style effectively



Text adventures

Pupils will learn how to make a story based adventure on Purple Mash software



Quizzing



Big picture thinking

Networks

Exploring the internet and what the future holds

Year 7

Computing and IT

Students will use the HPL VAAS: Empathetic, Agile and Hard Working throughout all years of their learning.









Combating the dangers of the online world...









Programming with Python Turtle





909

CREATING

Originality

The ability to conceive something enirely new

Programming with Python



Meta-cognition

The ability to knowingly use a wide range of thinking approaches and to transfer knowledge from one circumstance to another.



Computer Hardware



Connection finding



Programming with Minecraft



Computing and IT





Networks and the Internet

Keeping networks secure...



3D Modelling and Desktop Publishing



Boolean Logic

Using Minecraft..



REALISING

Speed and accuracyThe ability to work at speed and with accuracy







Social media research

Data analysis and processing...





Imagination

The ability to represent the problem and its categorisation in relation to more extensive and interconnected prior knowledge.



Website Development

HTML and WYSIWYG



Year **9**

Computing and IT



Python
Programming
using Microbits



Online and Network Security





The ability to generate ideas





Python programming



HARD WORKING

Practice

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



Data processing and analysis



Project management

3

With video, image and sound manipulation



Enquiring

The ability to be curious; be willing to work alone; be proactive and keen to learn.

Information Technologies

Computer Science

Now it's time to pick your GCSE options...

