Learning Journey

COMPUTING

Computer science—***Programming interactive presentations*** - design programs and algorithms that trigger sequences of code

Computer science ***Programming animation***- design programs and algorithms that trigger sequences of code

T6 Being Human

T5 Journey Into Space

Computer systems and networks
Watch a range of videos of astronauts in space

Creating media
Digital music—use a computer as a tool to create music for space travel

Data and information
Pictograms—Use J2 data as a tool to create a digital pictogram of ways we travel to school

Computer systems and networks
Use Google Earth to explore and compare different cities around the world

Computer science
Robot algorithms - create and debug programs to move robot to different places

Creating media
Digital photographs—capture and change digital photographs fro different purposes

T4 Explorers

T3 Around the World in 28 days

T2 Victorian Bristol

T1 Animals in the Wild

Y2

Computing systems and networks - ***ITaround us***
identify technology and understand how its responsible use can improve our world

Computer systems and networks
Explore inside a castle with App Castlerama

Computer science
Programming animations (Scratch Jr) - design and program a character to move

Creating media
Digital writing (JIIT) - create and format text, compare it to writing non-digitally

T5 Going Green

T6 Castles and Dragons

Computer science
Moving a robot -write short algorithm to get robot to treasure, predict program outcome

Creating media
Digital painting (JIIT) - select appropriate tools to create digital landscape

Creating media
Children to film a traditional tale

Computing systems and networks - ***technology around us***
recognise technology in school + name parts of a computer

Computer systems and networks
Use Kiddle to search for old toys

T 4 Old Toys

T3 Pirates!

T2 Enchanted Woodland

T 1 Me, + my community

Computing systems and networks - *Use Google Earth to navigate around our local area*

Data and information
Grouping data—explore object labels and use them to sort toys by their properties

Creating media
Use Paintz to select tools to draw Pirate ship

Creating media
Use Paintz to draw a self portrait and type name

Data and information
Being to group objects by properties (e.g. minibeasts) - create class pictogram (JIIT)

Creating media
Children to take photos and videos of their completed boats on the water

Computer science
BAREFOOT—Boats Ahoy! Using logic, tinkering and abstraction

Computer science
BAREFOOT—Springtime Seeds sequencing lessons

T4 People who help us

T 5 Minibeasts

T6 Wonderful Water

Y1

Computer systems and networks
Begin to recognise a range of technology and use it responsibly

T 3 Food Glorious Food

T2 Once Upon a Time

T1 Me, myself and I

Rec

Programming
Beebots—program Beebots to 'collect' different food

Creating media
Use iPad to draw story characters

Computer science
BAREFOOT—sequencing lessons, algorithms, Run, Rabbit, Run

Creating media
Use iPad to draw self portraits

E - S A F E T Y