# COMPUTING LEARNING JOURNEY

## Y11

- Component 3: Digital Working Practices Exam - Impact of Technology

## Y10

- Component 1: User Interface Design - Effective Use of Tools & Creating Media
- Component 2: Spreadsheets - Data and Information & Programming
- Component 3: Digital Working Practices Exam - Impact of Technology

## Y9

- Advanced Spreadsheets: Algorithms & Programming
- Advanced Spreadsheets / Business Project: Effective Use of Tools & Creating Media
- Business Project: Effective Use of Tools & Creating Media
- Game Development: Algorithms & Programming
- Game Development / User Interface Design: Effective Use of Tools & Creating Media
- User Interface Design: Effective Use of Tools & Creating Media

## Y8

- Computing Architecture: Computing Systems
- Computing Architecture / Binary: Data and Information
- Binary / Representing Data: Computing Systems
- Representing Data / Cybersecurity: Impact of Technology & Safety and Security
- Cybersecurity / Intro to Python: Algorithms & Programming
- Intro to Python: Algorithms & Programming

## Y7

- Digital Media: Effective Use of Tools & Safety and Security
- Digital Media / Networks: Networks & Computing Systems
- Networks / Scratch – Part I: Algorithms & Programming
- Scratch – Part I / Spreadsheets: Effective Use of Tools & Creating Media
- Spreadsheets / Scratch – Part II: Algorithms & Programming
- Scratch – Part II: Algorithms & Programming

## Y6

- Coding: Variables in different contexts - Online Bullying
- Tinkercad: 3D Modelling - Copyright and Ownership
- Scratch: Variables in Games – Managing Online Information
- Websites: Web Page Creation – Self-Image and Identity
- Programming with micro:bits - Online Relationships/ Reputation
- Spreadsheets: Data and Information - Privacy and Security

## Y5

- Coding: Looping. Functions & Conditionals - Privacy and Security
- Vector Drawing: Using different drawing tools to create vector images - Online Bullying
- Programming with micro:bits: Physical Computing - Online Relationships/ Reputation
- Video: Creating Media - Copyright and Ownership
- Scratch: Selection in Quizzes - Managing Online Information
- Computer Systems: Sharing Information - Self-Image and Identity

## Y4

- Coding: Sequencing - Privacy and Security
- Audio Production: Podcasts - Online Bullying
- Turtle: Repetition in Shapes - Managing Online Information
- Photo Editing: Creating Media - Copyright and Ownership
- Scratch: Repetition in Games - Online Relationships/ Reputation
- Computer Systems: The Internet - Self-Image and Identity

## Y3

- Coding: Sequencing - Online Bullying
- Desktop Publishing: Creating Media - Copyright and Ownership
- Scratch: Sequencing - Self-Image and Identity
- Stop Motion Studio: Stop Frame Animation - Privacy and Security
- Scratch: Events and Actions - Online Relationships/ Reputation
- Databases: Branching Databases - Managing Online Information

## Y2

- Coding: Repeated pattern making - Self-Image and Identity
- Photos: iPads - Online Bullying
- Programming: Robot Algorithms - Privacy and Security
- Creating Media: Digital Music - Managing Online Information
- Programming: Introduction to Quizzes - Online Relationships/ Reputation
- Computer Systems: IT Around Us - Copyright and Ownership

## Y1

- Coding: Program Using Commands - Online Bullying
- Creating Media: Digital Drawing - Copyright and Ownership
- Programming: Moving a Robot - Managing Online Information
- Creating Media: Digital Writing - Privacy and Security
- Programming: Intro to Animation – Online Relationships/ Reputation
- Computer Systems: Technology Around Us - Self-Image and Identity

## EYFS

- Online Safety: An introduction to using an electronic device.
- Creating with Materials: Exploring pattern making, creating and recording ideas.
- Technology Around Us: Exploring how things work, including design and role play.
- Creating with Materials: Exploring logical reasoning, giving instructions and sequencing.
- Communication and Language: An introduction to digital literacy skills.
- Creating with Materials: Collaborative work to create and debug maps relating to surroundings.

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