COMPUTING LEARNING JOURNEY

Y11

- Component 3: Effective Digital Working Practices (Exam Component)

Y10

- Component 1: Exploring User Interface Design Principles & Project Planning Techniques (Coursework Component)
- Component 2: Collecting, Presenting and Interpreting Data (Coursework Component)
- Component 3: Effective Digital Working Practices (Exam Component)

Y9

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

Y8

- Computing Architecture: Computing Systems
- Binary 101: Data and Information
- Representing Data: Computing Systems
- Cybersecurity: Impact of Technology/Safety and Security
- Intro to Python: Algorithms and Programming

Y7

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

Y6

- Networks: Communication and Collaboration
- Web Development: Creating Media
- Scratch: Algorithms and Programming
- Spreadsheets: Data and Information
- 3D Modelling: Creating Media

Y5

- Coding: Looping, Functions and Conditionals - Privacy and Security
- Vector Drawing: Using Drawing Tools - Online Bullying
- Programming with micro:bits: Physical Computing - Online Relationships/Reputation
- Creating Media: Video - 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
- Creating Media: Photo Editing - 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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