

A skills based curriculum that imparts knowledge about the world we live in

The Computing Learning Journey @Skelton

Onwards to success and triumph...

Internet
 Use complex searches including +"" (find phrase in inverted commas)
 Create online survey
 Develop a website for their APP

Presentation
 Create a sophisticated multi media presentation to pitch an idea.

Coding and Programming
 Use sequence selection repetition and variables in their code
 Use logical reasoning to explain how simple algorithms work.
 Trial and improvement to debug a code
 Explore what if Q's by planning for different scenarios.

Communication
 Create an effective and well designed marketing flyer.
 Edit original and third party content on promotional video.

Databases
 Search databases for info including + <>or
 Analyse results of survey

Year 6
 project create an APP.
 After SATS? Throughout year revise skills and knowledge by using in other areas of curriculum.

Internet
 Recognise the need for encryption when using the net.
 Make a home page for a website that links to other pages.
 Compare information from different web-sites.

Databases
 Use spreadsheets and databases to support x curricular learning.

Presentation
 Download and listen to podcast
 Create a podcast
 Manipulate sound using Audacity
 Work on simple film editing

Coding and Programming
 Explore "what is "questions when playing adventure games
 Write programmes that have sequences and repetitions.
 Send and receive messages using morse and semaphore
 Create a tessellating pattern

Communication
 Use instant messaging to communicate with classmates.
 Write a blog post
 Comment on a blog.
 Add image audio and video to blog post.

Presentation
 Produce a wiki using range of skills developed in year 3 and 4
 (could be an assessment task)

Year 5

Internet
 Use tabbed browsing to open two pages at once.
 Download and open a PDF
 Understand that web pages are written in html
 Create a web page that does not reveal personal information.

Coding and Programming
 Design and develop an interactive educational game (snap)
 Use repeat instructions to draw regular shapes on screen using commands.
 Make turns specifying degrees
 Use if/then/else blocks correctly on scratch
 Understand input and output.
 Experiment with variables to control models

Databases
 Recognise what a spreadsheet is.
 Use cells, rows, columns.

Communication
 Explain how digital technology contributes to creating music.
 Create a simple composition using sequencing software.
 Compress and export composition.

Year 4

Internet
 Name some hardware that connects computers
 Simulate how data is transmitted across the internet.
 Use ping, ipconfig and tracert commands.
 Use e mail and video conferencing to communicate

Databases
 Input data into a prepared database
 Sort and search a data base to answer Q's
 Use a branching database
 Design a survey
 (Teams)

Communication
 Delete unwanted images
 Use the crop tools
 Operate video camera record usable footage
 Record audio to accompany footage.
 (I-Movie)

Coding and Programming
 Draw regular shapes on screen using commands
 Create an algorithm for animated scene
 Write a programme in Scratch to animate a script including dialogue. Place blocks in order of script.
 Correct one off bugs in loops.
 Consider the implications of bugs in programmes.

Presentation
 Create a presentation that moves from side to side and is aimed at a particular audience.
 Combine text images sounds and be able to manipulate all.
 (Powerpoint/seesaw)

Year 3

Communication
 Word process a piece of text.
 Insert/delete a word using mouse or arrow keys

Presentation
 Take digital photos (I-Pad)
 Review and reject
 Apply adjustments and effects
 Import to computer/network
 Create a short presentation (see saw/ powerpoint)

Coding and Programming
 Predict outcomes of instructions
 Use right angle turns and repeat commands (scratch junior)
 Test and amend simple instructions
 Write a simple programme and test (beebot)
 Understand computer games are made up of precise instructions.
 Suggest ways in which computer games they play could be improved.

Year 2

Coding and Programming
 -Predict behaviour of simple programmes.
 -Create a series of instructions.
 -Understand forwards, backwards left and right.
 - Plan and test a journey (BeeBot or similar toy)

Databases
 -Enter info into a table.(word)
 -Talk about results shown.

Communication
 -Edit an image using I-pad drawing tools and crop function.
 -Combine multiple illustrations into a single document.
 -Export a document (Files I-pad)
 -Save and load files. (see-saw)

Databases
 Create charts to show data collected.

Internet
 Understand that information can be sourced from the internet.

Internet
 Explore Goole Maps/Google Earth
 Add q's to a mind map
 Locate information from relevant websites

Year 1

Presentation
 -Use a video camera to capture moving images.
 -Record sound and play back.
 (See-saw/I-movie)

Year R

Presentation
 Use doodlebuddle to create a digital image.

Communication
 Take and print a photo

Coding and Programming
 -Use single direction instructions combined with a number for a codable toy.