Computing Learning Journey

Believe, Achieve, Succeed.

Maybury Primary School — Believe. Achieve. Succeed.

Transition to Secondary School

Year 6

- Creating Media Video Editing (Canva) IT
- Programming Sensing Movement (micro:bit) CS
- Creating Media Webpage creation (Google Sites) IT
- Programming Variables in Games (Scratch) CS
- Data and information Spreadsheets (Google sheets) IT
- Computer Systems and Networks Communication DL

Year 5

- Computer Systems and Networks Sharing Information DL
- Programming Selection in Quizzes (Scratch) CS
- Creating Media 3D Modelling (TinkerCad) IT
- Creating Media Vector Drawing (Google Drawings) IT
- Data and information Flat-file database (Google sheets) IT
- Programming Selection in Physical Computing (lego) CS

Year 4

- Computer Systems and Networks The Internet DL
- Data and information Data Logging (Arduino Science) IT
- Creating Media Stop Motion animation (StopMotion) IT
- Creating Media Audio Editing (Bandlab) IT
- Programming Repetition in WeDo (lego) CS
- Programming Repetition in shapes (logo) CS

Year 3

- Computer Systems and Networks Connecting computers DL
- Programming Sequence in Music (Scratch) CS
- Creating Media Desktop Publishing (CANVA) IT
- Creating Media Photo Editing (Pixlr) IT
- Data and information Branching Databases (J2Data) IT
- Programming Events and Actions (Scratch) CS

- Programming Introduction to Quizzes (Scratch jnr) CS
- Programming Robot Algorithms (beebots) CS
- Creating Media Digital photography (IPADS) IT
- Data and information Pictograms (J2Data) IT
- Creating Media Making Music (Chrome Music Lab) IT
- Computer Systems and Networks IT around us DL

Year 2

- Creating Media Digital writing (Google Docs) IT
- Data and information Grouping data (Jamboard) IT
- Programming Moving a robot (beebots) CS
- Programming Introduction to animation (Scratch jnr) CS

Year 1

- Computer Systems and Networks Technology around us DL
- Creating Media Digital Painting (Paintsz.app) IT

EYFS

- Develop digital literacy skills by being able to access, understand and interact with a range of technologies.
- Use the internet with adult supervision to find and retrieve information of interest to them.

At Maybury, we understand that technology is everywhere and will play a pivotal part in students' lives. We want to model and educate our pupils on how to use technology positively, responsibly and safely. We want them to believe they can have a positive impact online. We want our pupils to be creators not consumers and our broad curriculum encompassing **computer science, information technology** and **digital literacy** reflects this allowing every child to achieve their full potential. All children take part in online safety workshops and assemblies.

Key: Digital Literacy | Computer Science | Information Technology