Computing Learning Journey
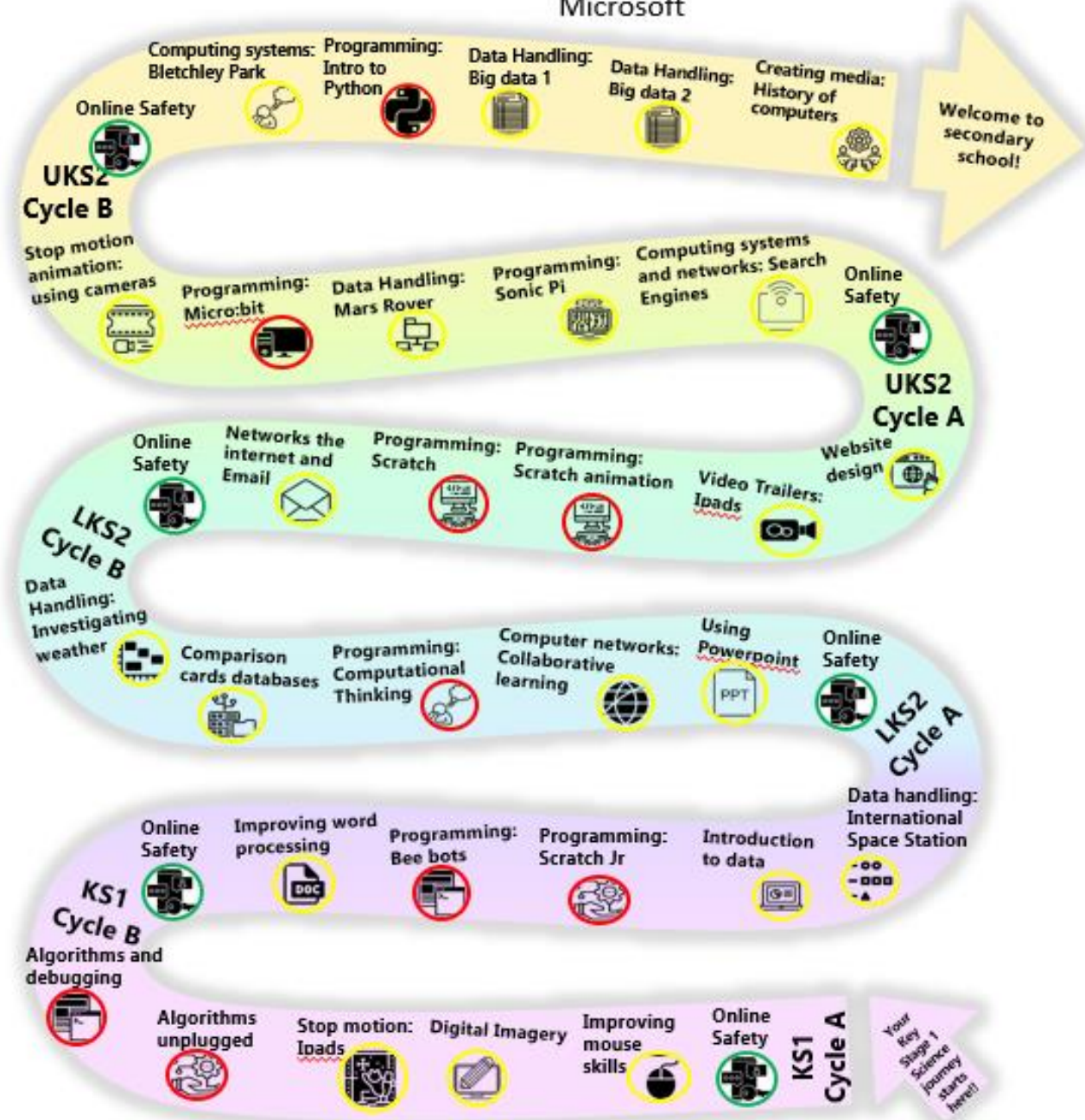
"Computer science empowers students to create the world of tomorrow." - Satya Nadella, CEO of Microsoft

UKS2 Cycle B
- Online Safety
- Computing systems: Bletchley Park
- Programming: Intro to Python
- Data Handling: Big data 1
- Data Handling: Big data 2
- Creating media: History of computers
- Welcome to secondary school!

UKS2 Cycle A
- Stop motion animation: using cameras
- Programming: Micro:bit
- Data Handling: Mars Rover
- Programming: Sonic Pi
- Computing systems and networks: Search Engines
- Online Safety

LKS2 Cycle B
- Online Safety
- Networks the internet and Email
- Programming: Scratch
- Programming: Scratch animation
- Video Trailers: Ipads
- Website design

LKS2 Cycle A
- Data Handling: Investigating weather
- Comparison cards databases
- Programming: Computational Thinking
- Computer networks: Collaborative learning
- Using Powerpoint
- Online Safety

KS1 Cycle B
- Online Safety
- Improving word processing
- Programming: Bee bots
- Programming: Scratch Jr
- Introduction to data
- Data handling: International Space Station

KS1 Cycle A
- Algorithms and debugging
- Algorithms unplugged
- Stop motion: Ipads
- Digital Imagery
- Improving mouse skills
- Online Safety
- Your Key Stage 1 Science journey starts here!

Why do Computing scientists read?

To be able to confidently use commands put in to programming software.
To be able to read coding and programmes.
To be able to debug a programme finding the errors.

	To refer to research found online on search engines.
	To be able to work collaboratively with peers.

Create like a Computer Scientists

	To be able to create professional looking documents using a range of software.
	To evaluate a program by explaining the functions of commands.
	To decompose a program by breaking down a complex problem into smaller parts.
	To be able to debug algorithms to run a set of code effectively.
	To recognise how to stay safe online at all times for own safety.
	To write clear instructions used for coding on computer programs.

Threshold Concepts in Computing

Computer Science (red)	Computational thinking, coding and programming, computer networks
Information Technology (yellow)	Word processing, animation and photography, data and information
Internet safety (Digital Literacy) (green)	Managing online information, health, well-being, privacy and security, copyright and ownership