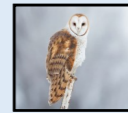


Computing

Early Years Owls



Understanding the world
Create maps and routes for Bee-Bot to follow.

Digital Literacy and Citizenship
Can I learn certain rules to stay safe online, learning how some information is private due to ownership rights and how to communicate with real people using emails?

Puzzling Times
Create a program producing a book combining text, images and sounds.

Wanted Dragon
Design and create a program for others to play.

Year 1 Starlings



Digital Literacy and Citizenship
Can I understand good websites to use, how information I put online leaves a digital footprint, how people can act like bullies online and how to evaluate how good a website is?

Programming: getting started
Understand algorithms by debugging an error and using basic programming techniques.


First steps in a digital world
Understand how devices are connected to the internet and the different types of communication online.

Me and my selfie
Create a simple animation to move characters and apply voice recordings.

Magic story telling
Combine images and voice recordings to retell a story through digital drawing tools and give feedback to peers.

Strange creatures
Create a video presentation using key words to search and navigate simple webpages.

Year 2 Swallows



Programming: getting better
Write a selection of programs with simple algorithms that run effectively by solving errors.

Entering a digital world
Create a presentation with animation and transition effects and explain the purpose of strong passwords and the differences between bullying in real life and online.

Reading Power
Build a website/app with menus for easy navigation and create an interactive quiz.


Digital Literacy and Citizenship
Can I learn how to be a good digital citizen, how to protect my online identity, understand how to deal with cyberbullying and learn how copying the work of others is called plagiarism?

Born to be an artist
Plan a movie with a script using the camera to capture interesting perspectives that can be combined and edited for different effects.

How do computers work?
Create a presentation using animation and transition effects and to discover the technology used beyond school.

What is a computer?
Create a digital book to document the research of how computers have changed over time.


Year 3 Robins



Digital Literacy and Citizenship
Can I recognise the use and power of passwords to explore how to connect with others online, the similarities and differences between in-person and online communications and construct effective emails?

My very own game
Design and create a prototype game and advertise it to the correct audience.

Year 4 Goldfinches



Bring it to life
Take a series of still images to create an animation using 'onion skinning', adding graphics and music into a storyboard.

My Hero
To create a digital book by combining text, images, voice recordings, videos and music and understand whether I have the right to reuse content.

How do computers impact our lives?
Create a presentation using graphics and images to document and share information about technology, types of robotics and the impact they have in our lives.

Bring it to life AGAIN!
Plan a multi-scene animation including characters, scenes, camera angles and effects and improve it through editing and refining it by adding special effects.

Growing up in a digital world
Build a website on a topic with pages, titles, images, videos and text. Demonstrate responsible choices about my online identity and how I can stay safe online.


Programming: Getting Smarter
Write programs that accomplish specific goals using selections and procedures and applying my logical reasoning to detect and correct errors.

Digital Literacy and Citizenship
Can I create secure passwords, outline common expectations in order to build a strong digital citizenship community, learn about spam (the forms it takes), write bibliographical citations and how photos can be altered digitally?

Digital apprentice
Use wireframes to plan the build for an app linking it to our topic work.

Who wants to play?
Design and program a game that tells a story over more than one level and design a marketing campaign to sell my game.


Year 5 Skylarks



Digital Literacy and Citizenship
Can I understand that the internet is a great place to develop rewarding relationships, explore the quote "with great power comes great responsibility" as a digital citizen, learn to protect private information, explore what it is like to be cyberbullied and what to do when it arises?

It's my business
Work independently to create a presentation with a brand for a business. Create a video for a marketing campaign and use spreadsheets to work out the profits and losses.

Year 6 Toucans



How to...?
Teach a specific audience something new by developing a digital book using the best digital software available.