

COMPUTING JOURNEY



All about me

Children explore digital games and images in their class.

EYFS



Journey

EYFS

Children explore how to use Beebots to move around an area.



Happy and healthy

Children explore how to be healthy and safe when using technology and computers.

EYFS



Technology around us

1

Children learn about the main parts of a computer and how to use it safely.



Creating digital art

Children learn how to use applications to create media digital art.

1



Programming animation

1

Children learn how to programme and use an application to create an animation.



Technology around us

Children learn about the technology around us and how we use it.

2



Programming

2

Children will learn about programming a robot and use computational thinking.



Data and information

Children will learn about inputting data into an application and presenting the information using a pictogram.

2



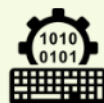
Domains and Key Concepts



Digital literacy



Computer Science



Programming



Digital safety

COMPUTING JOURNEY



What is a computer?

Children learn about different parts of a computer and how to use them correctly.

3



Communicating online

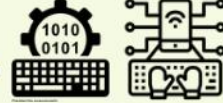
Children learn about different types of online communication and how to use them safely and responsibly.

3

Animation

children learn how to create animation through various applications.

3



Vlogging

Children learn about vlogging and create their own vlog to broadcast.

3

Programming

Children learn to programme in scratch and use a computational thinking approach

3



Data and information

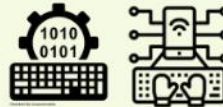
Children learn about the data and inputting it into databases and presenting that information.

3

Build your own quiz

Children learn about the how to use scratch programming to make their own maths quiz.

4



Book reviews

Children learn about using computer application to type a book review.

4

Internet and systems

Children learn about different computer systems and networks.

4



Shape shifting

Children learn about to build repetitive patterns in scratch.

4

Lego STEM unit

Children use Lego programming applications and resources to build mechanisms.

4



Data and information

Children learn about how in input, review and analyse data in computer applications.

4



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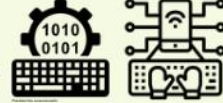
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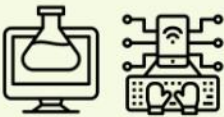
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We are artist

Children learn how to use computer to create art using geometry and applications .

5



5

Microbits

Children learn to programme microbits and use applications.

Web developers

Children learn how design and programme a web page.

5



5

We are architects

Children learn how to use Tinkercad to design buildings and rooms.

Analysing data

Children learn how to analyse data in the Excel programme.

5



5

Game development

Children learn how to design and programme an interactive game.

Robots

Children learn how to use crumble to programme robotic systems.

6



6

Digital citizens

Children learn how to be responsible digital citizens.

Coding

Children learn how to code a maze game using scratch .

6



6

Memory makers

Children learn how to make a powerpoint of their time in Meon Junior School.

Communication

Children learn how to use web pages to communicate with others digitally.

6

