

Computing Learning Journey

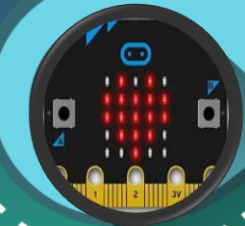
Year 5&6

Year 6 Summer Term Programming B
Bring sequence, selection, repetition and variables together using Micro:Bits

Year 6 Autumn Half Term B

Variables in gaming

Build on prior knowledge of scratch to introduce variables to a sequence.



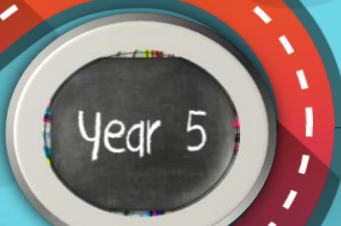
Year 5 Spring Half Term B Flat File Databases

Learning how to organise data and create graphs and charts from given data.



Year 5 Autumn Term School Systems/Online Safety and Digital Literacy

Learning how to use the computers safely and how to access the network correctly. Introduction to using simple software and office programs.



Year 6 Spring Term Spreadsheets and 3D Modelling:

Use spreadsheets and formulas to calculate basic data. Understand how to use Tinker CAD to design and produce 3D objects

Year 6 Autumn Half Term A Networks

Explore how data is transferred over the internet and how the internet facilities communication and collaboration

Year 5 Summer Term Vector Drawing

Developing an understanding of the different drawing tools to create images.

Year 5 Spring Half Term A

Programming with Crumble Exploring physical computing through use of Crumble controllers. Use conditions and repetition to create sequences.

welcome