Chloe Computing Journey

When I grow up I could be a ...
Programmer
Games designer
App designer
Website creator
Internet security specialist
The list is endless!

Join Chloe the computing expert in her understanding of digital technology and how it can help us. Investigating how information technology improves our world and the World Wide Web.



Reaching New Horizons

Programming

EYFS

Nursery

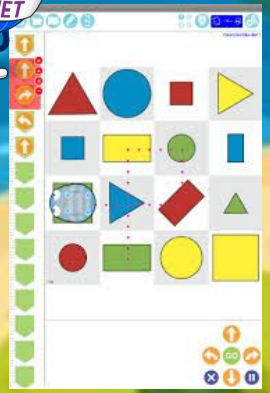




Reception







Using programmable toys in play







Using the IPad to navigate a bluebot

Key Stage One

Year 1

How to use a range of tools?

Moving a robot - Bluebots

Buttons - explore individual commands
Directions
Forwards and backwards
Four directions
Choose the order of commands in a sequence
Routes

Programming Animations - Scratch

Compare Scratch to the bluebots
Joining blocks
Make a change
Change the values
Adding sprites
Project design



Year 2

Robot Algorithms

Giving instructions
Changing the order of instructions
Making predictions
Design, create and test a robot
Algorithm design
Debugging



Quizzes

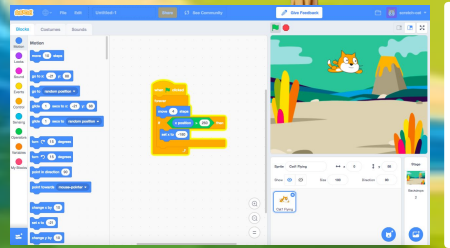
Scratch recap
Sequence of commands
Create a program and design
Change a design
Evaluate

Debug

Plan

Sequence





Year 3

Sequencing sounds - Scratch

Introduction to scratch
Programming sprites
Sequences
Ordering commands
Combining motion and sounds
Making an instrument

Repetition in shapes - Logo/Scratch



Programming a screen turtle
Programming letters
Patterns and repeats
Using loops to create shapes
Breaking things down
Creating a program

Events and Actions - Scratch/Spike

Moving a sprite
Maze movement - up, down, left and right
Drawing lines
Adding features
Debugging movement
Making a project

Year 4

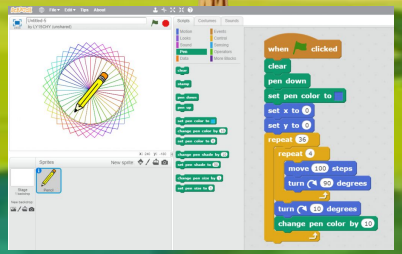


Implement

Design

Evaluate

Test



Repetition in games - Scratch/Spike

Using different loops to create shapes
Animate your name
Modifying a game
Designing a game
Creating your games

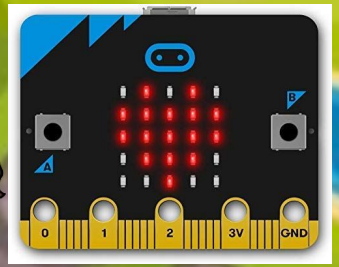
Year 5

Selection in physical computing - Lego essentials

Control a simple circuit
Combine output devices
Controlling with conditions
Starting with selection
Drawing designs
Writing and testing algorithms







Share

Extend

Test



Selection in quizzes - Scratch

Exploring conscious
Selecting outcomes
Asking questions
Planning a quiz
Testing a quiz
Evaluating a quiz

Reaching New Horizons

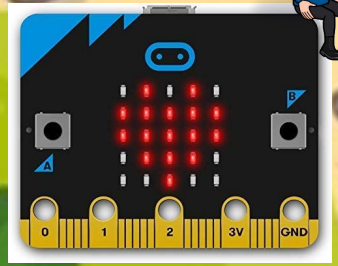
Year 6

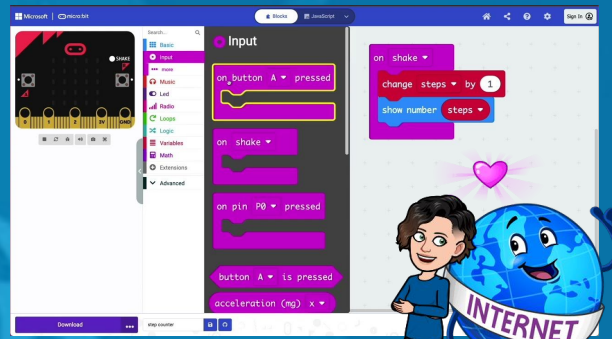
Variables in games - Microbits

Introducing variables
Variables in programming
Improving a game
Designing a game
Design to code
Improving and sharing

Sensing - Lego Essentials

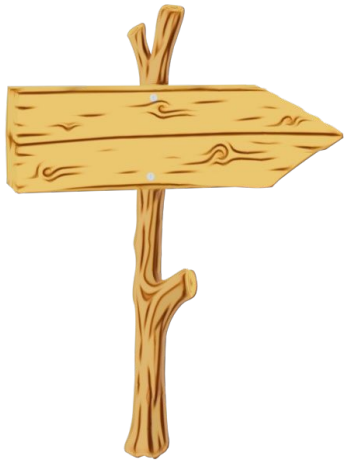
The microbit
Determine the flow of a program using selection
Sensing inputs
Importance of order of conditions
Designing a step counter
Making a step counter



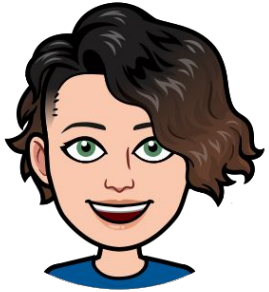


Decide where in a programme to change a variable

Reaching New Horizons









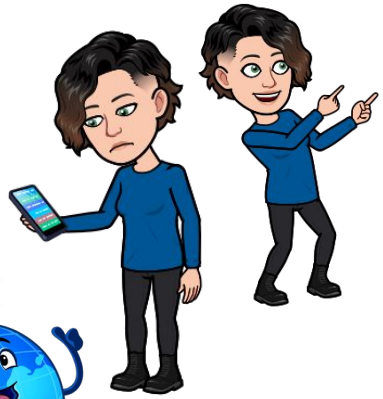

















INTERNET