Lots of opportunities to improve core IT skills in MS Office products like PowerPoint, Word and Excel, embedded in curriculum

PiggottSchoolCS (@PiggottCS)

Years 7 & 8 programming clubs

The Piggott School: Charvil Primary Computing Learning Journey

KS3

Sensing
You will learn how to run a program on a device by **creating** and **debugging**, **testing a prediction**, **tracing a sequence** to make a prediction and choosing a series of **commands**.

YEAR 6

Variables in games
Be able to identify examples of information that are **variables** and use variables in a program.

Spreadsheets
Choose suitable ways to **present spreadsheet data** by learning how **data type** determines how a spreadsheet can process the data.

Web pages
Learn the components of a web page – **HTML**, **hyperlinks**, **preview** and **navigation path** – and apply them to create a functional web page.

3D modelling
Use digital tools to **manipulate** 3D objects. **Position**, **modify**, **combine** and **construct** 3D shapes to reflect a real-life object.

Communication
Choose and evaluate methods of **online communication** and collaboration and know what you should and shouldn't share online.

Selection in quizzes
Use logical **reasoning** to **predict** the outcome of a program and use a **condition** and **selection** to run a program successfully.

YEAR 5

Systems and searching
Demonstrate the ability to **search safely**, evaluate the results of **search terms** and explain the role of **web crawlers**.

Video production
Use a **storyboard** and a variety of filming techniques to create a video project. Decide how to **edit** and **improve** by regularly reviewing your video project.

Vector graphics
Apply your learning to create a **vector drawing** for a given purpose.

Flat-file databases
Learn how to refine **data selection** and choose suitable ways to **present information** to other people.

Selection in physical computing
Create a **'condition-controlled loop'** and be able to explain how it works.

YEAR 4

Repetition in games
Build on previous learning to justify when to use a **loop** and when not to use a loop and plan a program that includes an appropriate loop.

Repetition in shapes
Learn how to use an **'indefinite loop'** and a **'count-controlled loop'** to produce a given outcome.

Data logging
Learn how to use a digital device to **collect data** and then use a computer program to **sort** data.

Photo editing
An exciting unit teaching you the tools that you need to **edit** photos.

Audio editing
Know how sound is **recorded**, **played**, **stored** and **edited** as well as learning how to record sounds using a computer.

The Internet
Discover how information is shared on the **World Wide Web** and **evaluate** the **reliability** of **content**.

Events and actions
Explain how the order of **commands** can affect a program's **output** and combine commands to produce a given **outcome**.

YEAR 3

Connecting computers
Learn how IT **benefits** us and key **features** of information technology.

Animation
Learn how **light**, **composition** and **zoom** contribute to a 'good' photo and know how a photo can be improved by adding **filters**.

Desktop publishing
Discover how text and images can be combined to **convey information** and consider the benefits of using a desktop **publishing application**.

Branching databases
Create your own branching database and **retrieve** information from different levels of the **branching database**.

Sequence in music
You'll be able to explain what a **sequence** is and build a sequence of **commands** to reach a desired **outcome**.

YEAR 2

Introduction to quizzes
A series of lessons teaching you how to choose a series of **commands** to create and **run a program** on a **device**.

Robot algorithms
You will learn to use a series of **instructions** that will **run a program** as well as how to **'debug'** a program.

Pictograms
You will use a computer program to **present information** in different ways and be able to give examples of **why some information should not be shared**.

Making music
You will experiment with **sounds** and **musical patterns** on a computer.

Digital photography
You will learn how to take a **'good' photograph** by capturing **digital images** in **landscape** and **portrait** format.

IT around us
You will have the opportunity to identify **IT in school and beyond** and demonstrate how to use **IT safely**.

YEAR 1

Technology around us
You will learn how technology can help you and rules to **keep you safe**.

Digital painting
You will create a digital painting by learning to use the **shape**, **line** and **fill** tools.

Digital writing
You will be learning how to **enter text** as well as how to **edit** and change its **appearance**.
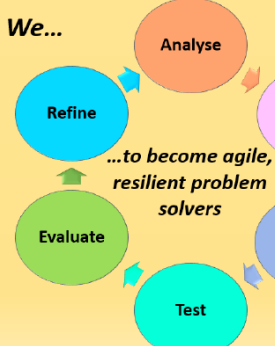
Grouping data
You will be able to recognise some of the different ways that data can be presented and learn ways to **collect data**.

Moving a robot
You will know what a **Bee-bot** is and some of the **commands** it responds to.

Introduction to animation
You will use **programming blocks** to use and create your own programs using **Scratch**.

EYFS

During Learning and Discovery, pupils will use a variety of equipment, including **cameras**, **recording devices**, a floor **robot** and the **interactive whiteboard**, to make things happen, talk about **movement**, take and collect **photos**, capture **sounds** and make **marks**.

Our vision

We…

Analyse
Refine
Design
…to become agile, resilient problem solvers
Evaluate
Create
Test