

KS1 Computing Journey Cycle A








IT Around us

AUTUMN



Photography

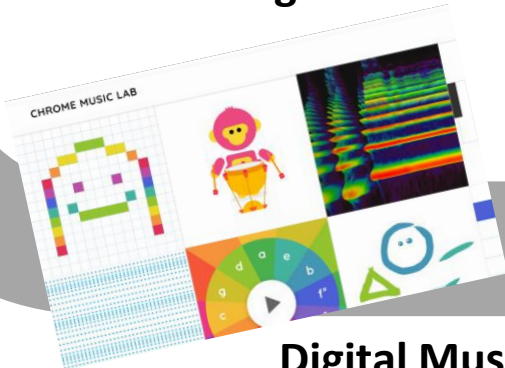
FRUIT	NUMBER OF CHILDREN WHO CHOSE IT
PEAR	
WATERMELON	
ORANGE	
APPLE	
BANANA	

Pictograms

SPRING



Robot Algorithms



Digital Music

SUMMER



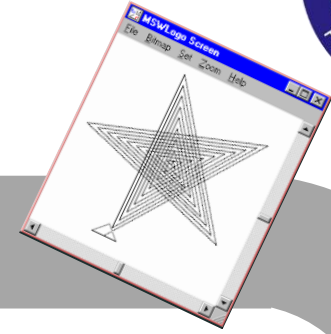
Programming Quizzes

LKS2 Computing Journey Cycle A



The internet

AUTUMN



Programming Repetition in shapes



Data logging

SPRING



Mindful Moments Timer



Paint.net

SUMMER



Photo editing

Repetition in games

UKS2 Computing Journey Cycle A



**Communications and
collaboration**

Autumn



Web page Creation



Spreadsheets

Spring

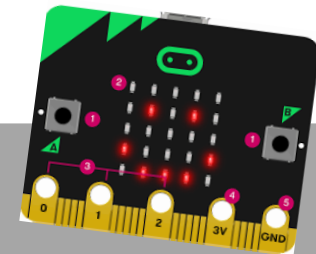


Variables in a game



3D Modelling

Summer



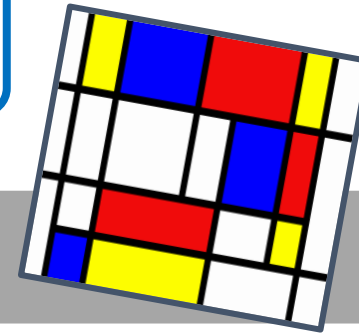
**Sensing Movement
Micro:Bit**

KS1 Computing Journey Cycle B

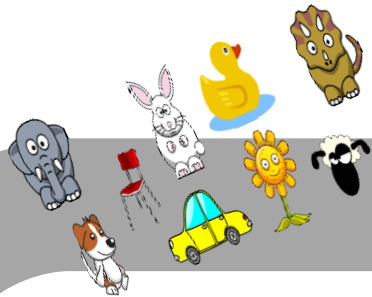


Technology Around us

Autumn



Digital Painting



Grouping data

Spring



Moving a robot



Digital Writing

Summer

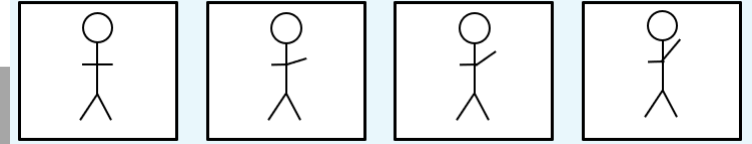


Programming Animations

LKS2 Computing Journey Cycle B



AUTUMN



Connecting a computer

Stop Frame Animation



SPRING



Wearable Technology

Sequencing sounds



SUMMER



Desktop Publishing

Events and actions in
Programmes

UKS2 Computing Journey Cycle B

Autumn



Systems and searching



Video Production

Spring

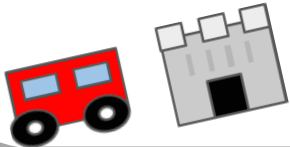


Selection in quizzes



Monitoring Devices

Summer



Vector Graphics



**Selection in physical production:
Crumbles**