Filleigh Primary School
COMPUTING LEARNING JOURNEY

TRANSITION TO SECONDARY

Year A: Term 3
Selection in Physical Computing (Crumble microcontroller)

Multimedia Presentations

Year A: Term 2
Vector Drawing

Selection in Quizzes

Year A: Term 1
Flat bed Database

Online Communication/ cyber bullying

Children learn how to select, use and combine a variety of software on a range of digital devices. Children will learn how to use technology, safely, respectfully and responsibly. They write and debug programmes for different purposes.

Year B: Term 3
Variables in Games
3D Modelling

Year B: Term 2
Web Page Creation
Programming and Debugging

Year B: Term 1
Spreadsheets

Online Activity

Years: 5/6 Stags

Year A: Term 1
Drawing with programable devices.
Online activity, reporting concerns

Year A: Term 2
Text and Graphics
Animations

Year A: Term 3
Information Sharing/IP addresses
Strong passwords

Children will use sequence selection and repetition in programmes, use logical reasoning to explain simple algorithms, understand computer networks, use search technologies effectively.

Year B: Term1
Communication—web searches

Text and Graphics

Year B: Term 2
Video Editing

Online communication/ bullying

Year B: Term 3
Multimedia/powerpoint

Algorithms/simple Scratch programming

Years: 3/4 Buzzards

In years 1 and 2: Children will understand algorithms, create and debug simple programmes, use logical reasoning and use technology purposefully.

Year A: Term 1
Digital Creativity: Search for, copy, paste, save and edit images (Crop, resize etc)

Year A: Term 2
Computer science: Algorithms

Create and debug simple programs.

Year A: Term 3
Digital Citizenship: IT safety.

In year 1 and 2: Children learn how to recognise how computers are used beyond school, they use technology safely and respectfully.

Years: 1/2 Butterflies

Year B: Term 1
Digital Citizenship: IT safety.

Year B: Term 2
Digital Creativity

Create, restore and retrieve documents

Year B: Term 2
Digital creativity: Use a digital camera, upload and edit pictures.

In EYFS children develop motor skills as they learn to manipulate controls of technological devices. They use technology in games and toys and to learn about he world around them. They start to be creative with simple programs. They show resilience and perseverance as they face challenges when exploring different situations and learn to use devices safely

Years: EYFS Foxes/Cubs

Topics are chosen to reflect the children's interest.