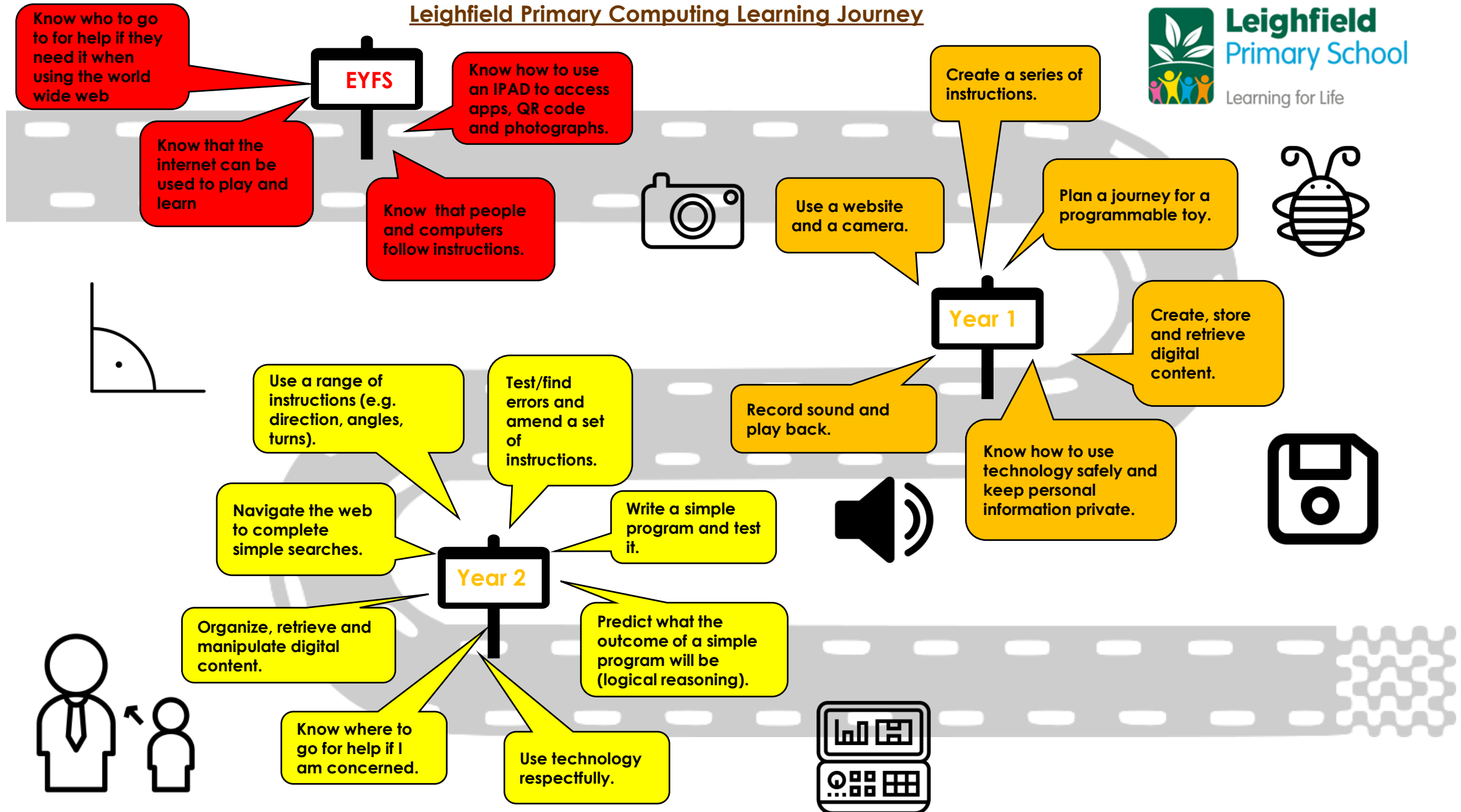


Leighfield Primary Computing Learning Journey



Leighfield Primary- Computing Learning Journey

Year 3

Collect and present information.

Manipulate and improve digital images.

Design and create content.

Search for information on the web in different ways.

know different ways I can get help if I am concerned.

Understand what computer networks do and how they provide multiple services

Design a sequence of instructions, including directional instructions.

Write programs that accomplish specific goals.

Work with various forms of input/output.



Understand that you have to make choices when using technology and that not everything is true and/or safe.

Combine sequences of instructions and procedures to turn devices on and off.

Use technology to control an external device.

Design algorithms that use repetition & 2-way selection.

Year 5

Analyse and evaluate information.

Understand how search results are selected and ranked.

Edit a film

Use a range of digital devices.

Year 4

Produce and upload a pod cast.

Collect and present data.

Experiment with variables to control models.

De-bug a program.

Give an on-screen robot specific instructions that takes them from A to B.

Make an accurate prediction and explain why I believe something will happen (linked to programming).

Recognise acceptable and unacceptable behaviour using technology.

Select and use software to accomplish given goals.

Discuss the risks of online use of technology.

identify how to minimise risks.

Year 6

Select, use and combine software on a range of digital devices.

Use a range of technology for a specific project.

Design a solution by breaking a problem up.

Recognise that different solutions can exist for the same problem.

Use logical reasoning to detect errors in algorithms.

Use selection in programs.

Work with variables

Explain how an algorithm works.

Explore 'what if' questions by planning different scenarios for controlled devices