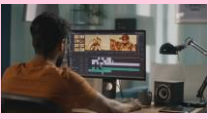


Computing Curriculum Pathway

Secondary School

We Are Advertisers (6.5)
Creating adverts for products using a range of video editing techniques. (Creating Content)



Online Safety

- The children will learn:
- to further their understanding of creative commons licences and copyright laws
 - to apply permissions of others when sharing photos or videos
 - to respond to others respectfully while online
 - about invasions of privacy and sharing personal information with AIs.



We Are Connected (6.4)
Developing skills for social medias. (Creating Content)



We Are Toy Makers (6.1)
Creating interactive toys through physical computing components. (Problem Solving and Programming)



Year 6

We Are Cryptographers (5.2)
Becoming experts in different forms of cracking codes. (Logical Thinking)



Online Safety

- The children will learn:
- to continue to consider copyright and creative commons licences when creating content
 - to think about appropriate behaviours when playing games
 - how to create secure passwords
 - how to spot signs of the web being secure and safe to use
 - how easily the web can be created and edited leading to questioning the reliability of the information they read
 - to consider privacy issues in real world contexts, such as location data
 - when QR codes should be used and when they shouldn't.



We Are Architects (5.3)
Creating a virtual space using 3D modelling. (Creating Content)



We Are Web Developers (5.4)
Making sense of the Internet and building a website. (Creating Content)



We Are Games Developers (5.1)
Developing an interactive game. (Programming)



Year 5

- Online Safety**
- The children will learn:
- how to consider copyrighted materials when creating safe searching habits
 - what creative commons licences are and what they can and can't do with other creators' works
 - to consider what is and what isn't appropriate to share online depending on their audience
 - about a variety of permissions they will need to consider before filming/photographing individuals.



We Are Bloggers (4.4)
Sharing experiences and opinions online. (Creating Content)



We Are Makers (4.2)
Using physical computing to learn about inputs, processes and outputs within programs. (Programming)



We Are Meteorologists (4.6)
Recording and presenting weather data. (Creating Content)



We Are Co-Authors (3.5)
Creating a wiki page using Google Sites. (Creating Content)



We Are Bug Fixers (3.2)
Using Scratch to find and correct bugs in algorithms. (Programming)



We Are Opinion Pollsters (3.6)
Collecting and analysing data using Google Workspace tools. (Digital Literacy)



We Are Zoologists (2.6)
Collecting and displaying data. (Digital Literacy)



We Are Animators (2.5)
Creating stop-motion animations. (Creating Content)



We Are Safe Researchers (2.4)
Learning to use technology responsibly for researching. (Searching)



We Are Photographers (2.3)
Using iPads to take, select and edit digital photos. (Creating Content)



We Are Programmers (3.1)
Using Scratch to program an animation. (Programming)

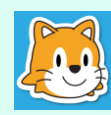


Year 3

- Online Safety**
- The children will learn:
- what sensible limits on screen time are
 - how to choose appropriate games to play and observe PEGI ratings
 - that it isn't possible to control what happens to images once they are posted online and how this can share personal information
 - what is and isn't acceptable to photograph
 - how to use internet filters and Safe Search when looking for reliable information
 - the importance of keeping personal information private.



We Are Astronauts (2.1)
Using Scratch Jr to create a sequence of instructions to animate a sprite. (Programming)



We Are Games Testers (2.2)
Working out the rules for games. (Problem Solving)



We Are Digital Artists (1.3)
Using iPads to create digital art. (Creating Content)



We Are Treasure Hunters (1.1)
Learning to program Bee Bots (Physical Computing)



Year 1

Expressive Arts and Design
Explore, use and refine a variety of artistic effects to express their ideas and feelings.



Understanding the World
Explore how things work.



Physical Development
Develop their small motor skills so that they can use a range of tools competently, safely and confidently.



Personal, Social and Emotional Development

- Remember rules without needing an adult to remind them.
- Show resilience and perseverance in the face of a challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.



Year 2

- Online Safety**
- The children will learn:
- to access the Internet using safe practices
 - to use programmable toys safely and sensibly, respecting others work
 - that filters should be in place when searching for images on the Internet
 - that they own the IP of their own work, but permission is needed to publish it
 - that they should always provide positive, constructive feedback on other people's digital media.



Year R