



The St Joseph and St Bede Computing Learning Journey



Safer Internet Day

2020 | Tuesday
11 February

Together for a better internet

Dream
Believe
Achieve

E-Safety – UKS2

- To understand the need to only select age appropriate content.
- To use technology respectfully and responsibly.
- To identify a range of ways to report concerns about content and contact in and out of school.



Computer Science

Go, Robot! Physical System Game Development L2
Students use the fully textual programming language introduced in the previous module to program a physical robot to play classic games such as *Pong*.

Digital Literacy

Special Project Women in Computing. Web Design and Research Project.
Students create a single page website that documents the history and current status, of women in Computing, a research project that incorporates ICT skills and web search.

Computer Science

Hello, World Code Challenge L4
Students are introduced to a fully textual programming language; they complete visual challenges that develop and test their core programming skills.

Digital Literacy

Creative Computing L3 Website Design
Students use advanced editing software, utilizing a number of gesture commands to quickly and efficiently generate layouts for numerous website and social templates. They learn about the importance of colour schemes and marketing techniques, resulting in a professional looking end product.

Computer Science

Go, Robot! Physical System Game Development L1
Students use an advanced hybrid graphical-textual programming language to develop a game that can be played using a physical robot.

Computer Science

Go, Robot! Robot Arcade
Students are introduced the concept of using code to control physical systems, they take on a weekly challenge that require them to code solutions that will help a robot navigate various mazes.

Digital Literacy

Creative Computing L2 and Safe Surfin' L2 Social Media Posts.
Students re-examine how to use the internet safely and respectfully; they create visual social posts and other print designs to promote what they have learnt around school.

Computer Science

Hello, World, Video Game Development
Students use a hybrid graphical-textual programming language to develop a video game; increasingly advanced coding concepts are introduced, such as conditionals and variables.

UKS2

Computer Science

Hello, World Code Challenges L3
Students progress onto a hybrid graphical-textual programming language, they complete visual challenges that's develop and test their core programming.

Digital Literacy

Creative Computing L1 Movie Trailer
Students capture video content to produce their own movie trailers. There trailers use robots as main characters, solidifying students' knowledge of the advanced hybrid graphical-textual programming language.

Computer Science

Hello, World Mini App Build Challenge
Students code miniature apps within an app; initially, students are guided through the process, before being given more creative autonomy to develop an algorithm that incorporates multiple sensors.

E-Safety – LKS2

- To use technology safely and respectfully, keeping personal information private and recognise acceptable and unacceptable behaviour.
- To understand that communication online may be seen by others.
- To understand where to go for help and support when they have concerns about content on the internet.



LKS2

Computer Science

Hello, World Code Challenges L2
Students progress onto using graphical programming language in which the code is displayed separately from the route of the animated character, visualization and anticipation skills are developed.

Computer Science

Sphero Junior L1
Students will take their first steps into the world actively controlling and programming robots. This module uses robots that the pupils will use to solve a variety of fun challenges.

Computer Science

Hello, World Code Animation
Students use code to create animations. A multi-scene routine is produced.

Computer Science

Hello, World Code Challenges L1
Students introduced to the idea that computers can only do what humans tell them to do.

Digital Literacy and ICT

Everyday Computing L1
Students explore everyday uses of computers, from taking photographs to typing lists, and everything in between.

Digital Literacy and ICT

Everyday Computing L2 and Safe Surfin' L2
Students to continue exploring everyday uses for computers, with a special focus on the internet and how to use it safely.

KS1

EYG 17 – Being Imaginative

Children use what they have learnt about media and materials in original ways, thinking about uses and purposes.

EYG 15 – Technology

Children select and use technology for particular purposes.

E-Safety – KS1

- To understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
- To use technology safely and keep personal information private.

Digital Literacy

There's An App For That L1
Students begin by exploring the question, "What can computers do?" A new app is introduced each week that helps students learn how to interact with technology.

EYG 17 – Being Imaginative

Children represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.

EYFS

EYG 15 – Technology

Children recognise that a range of technology is used in places such as homes and schools.

