

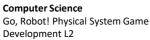
The St Joseph and St Bede Computing Learning Journey





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



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 deve4lop and test their core programming skills.

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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 graphicaltextual programming language to develop a video game; increasingly advanced coding concepts are introduced, such as conditionals and variables



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 graphicaltextual 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
- 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.

Science Hello, World Code Challenges L3 Students progress onto a hybrid graphical-

Computer

LKS2

textual programming language, they complete visual challenges that's develop and test their core programming.



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

EYG 15 – Technology

for particular purposes

Children select and use technology

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.

purposes

EYG 17 – Being Imaginative

Children use what they have learnt about media and

materials in original ways, thinking about uses and

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 safety.

EYFS

KS1

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, roleplay and stories.

EYG 15 – Technology Children recognise that a range of technology is used in places such as homes and schools.