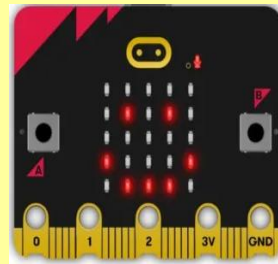


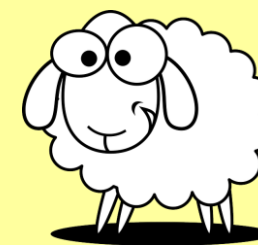
Information Technology

Over the course of the year, children will be exposed to a number of new websites, apps and ideas. Children will be undertaking some 3D modelling for the first time using TinkerCad. They will delve deeper into Microsoft Excel to create a spreadsheet of information. Finally, the children will be creating their own websites to display information on various pages, including hyperlinks from one page to another.



Computer Science

Throughout this aspect of computing, learners explore how data is transferred over the internet. The children will be exploring the concept of variables in a game and will use Scratch to apply this to their own games. Finally, they will be utilising skills from all previous years to program a piece of physical computing called a Micro: Bit over a range of lessons.



Information Technology

Children will be using a range of software to explore creating media in different ways and representing data and information in different forms. They children will be using technologies such as iPads, laptops and Chromebook to create images using shapes, create their own videos and also display information in a database.



**INFORMATION
TECHNOLOGY**

COMPUTER
SCIENCE

Year
6



**INFORMATION
TECHNOLOGY**

Information Technology

As part of the IT learning, children will explore stop-frame animation using the tablets in school and will attempt to add media to the animation (music, sound FX, text). The children will be using data loggers and experimenting with collecting data over a long period of time, thinking about human senses. Finally, they will be how digital images can be changed and edited, and how they can then be resaved and reused.



Computer Science

In this aspect, learners will develop their understanding of computer systems and how information is transferred between systems and devices. Learners will consider small-scale systems as well as large-scale systems. learners will use physical computing to explore the concept of selection in programming through the use of the Crumble programming environment and they will also be exploring 'IF...', 'THEN...', 'WHEN...,' commands in scratch.



**INFORMATION
TECHNOLOGY**

Year
5

COMPUTER
SCIENCE



**INFORMATION
TECHNOLOGY**

Year
3/4



COMPUTER
SCIENCE

Year
1/2

Computer Science

The children will be taught about the internet and what it is, as well as how it work. They will be exploring the links between events and actions as part of their programming unit and will create a maze! They will also explore the concept of repetition on scratch in order to create a game that includes loops.

COMPUTER
SCIENCE

Team	Number of house points
Diamond	☆☆☆
Ruby	☆☆☆☆
Sapphire	☆☆☆☆☆
Emerald	☆☆☆☆☆

Key
★
= 8 points

Information Technology

As part of the information technology strand of computing, the children will be learning how best to present, capture and share information/data. They will be using resources such as iPads, and laptops to capture photographs, create their own pieces of writing on software like word and display information within different forms like pictograms and graphs.



Computer Science

Within the computer science strand, the children will get the opportunity to experience using algorithms within their learning as well as creating a quiz. They will be using skills like debugging, logic and decomposition to meet a desired outcome such as move the robot in a specific way, fine-tune their quiz to make it fit for purpose and predicting outcomes.