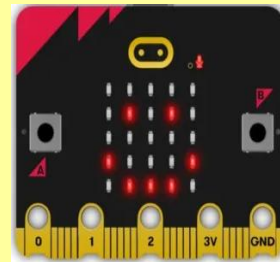


Information Technology

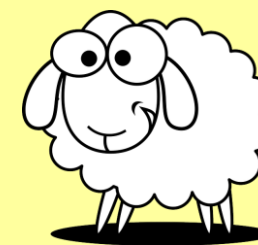
Over the course of the year, children will be exposed to a number of new websites, apps and ideas. Children will be undertaking some 3D modelling for the first time using TinkerCad. They will delve deeper into Microsoft Excel to create a spreadsheet of information. Finally, the children will be creating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



Year 6

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

Throughout their IT learning, Y3/4 children will look at how to record audio and edit it, reposition it and crop it to meet a desired outcome. They will use the Audacity software to do this. They will look at databases which builds from KS1, and will look at branching data to answer questions. This links to their classification learning that they do in science. Finally, they will look at creating pages and look at publishing, thinking about what makes a good website, the difference between websites and web pages, and what information should be included in a good webpage.



Year 5



Computer Science

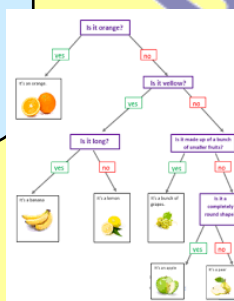
In this aspect, learners will develop their understanding of computer systems and how information is transferred between systems and devices. Learners will consider small-scale systems as well as large-scale systems. learners will use physical computing to explore the concept of selection in programming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



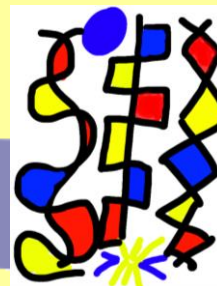
Computer Science

During this aspect of computing, the children will be exposed to the intricacies of how computers connect to one another using the internet and local networks. They will look at using software such as Scratch to code in sounds to a program, considering the sequencing of the codes to create music.

Then, they will build on their understanding of algorithms and try to create algorithms with a count controlled loop and repetition to draw shapes, linking to maths and degrees in shapes.



Year 3/4



Information Technology

During their IT teaching, the children will be exposed to a range of new websites and software. They will look at developing their understanding of computers and networks by considering the IT that is around them at home, school and the wider world. They will look at how to create art on a digital device, and will look at using different brushes, strokes, colours etc to create an outcome. They will explore music online and learn about pitch and length of notes. Finally, they will group and collect data and format this into pictograms.



Year 1/2



Computer Science

Throughout this year, the children will be developing their understanding of algorithms and will use this knowledge to create their own instructions for a robot. They will also look at positional language to give verbal and written instructions. Additionally, the children will be using the ScratchJr software on the iPads to program animation. They will think about their backdrops, the sprites that they want to use, and how to make efficient code.