

Flourishing in this subject could mean in the future you could be a/an:

studio director, creative technologist, app developer, gaming company director, graphic designer, formula 1 engineer, digital transformation lead.

Year 5 Holly

What are input and output devices?
What is video and how can we create our own?
How can I connect and program components?
How can I organise data in a flat-file database?
How can I use drawing tools to create vector drawings?
How can I program selections in quizzes?

Year 3 - Beech

How are computers connected? What does our school network look like?
Can a picture move? What is stop frame animation?
How can I sequence when programming?
What is a branching database and how can I create one?
How can I add content and edit desktop publishing?
How can I program a sprite?

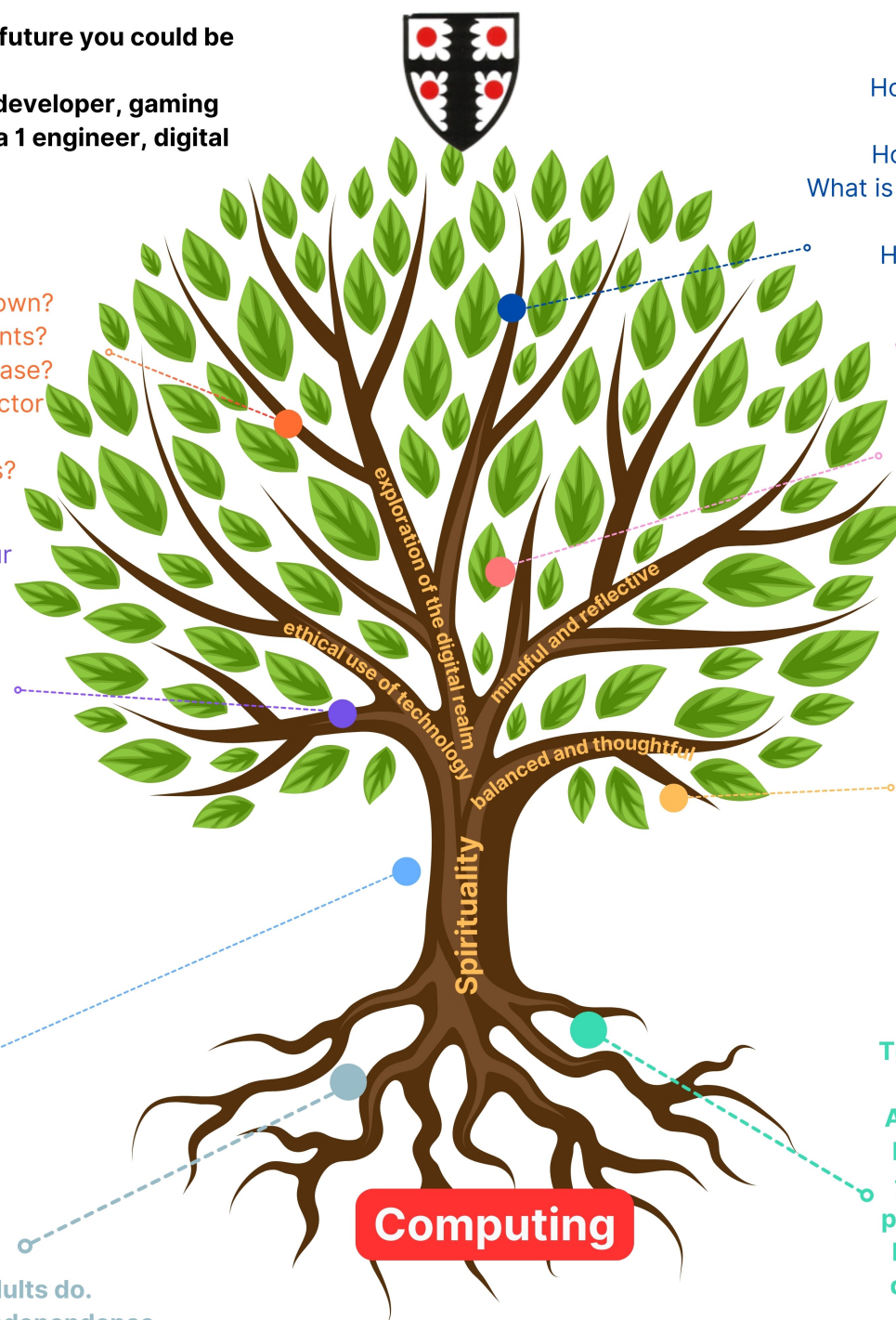
Year 1 - Oak

How can technology help us in our everyday lives?
How can we paint using computers?
How can I make a floor robot move?
How can we label, group and search data?
How can we use a computer to create and change text?
What is a sprite? How can I make it move?

Pre-School - Willow

Common Play Behaviours:

Role play things that they have seen adults do.
Respond to being given responsibility and independence with equipment.
Respond to videos they see.



Year 6 - Elder

How is data transferred over the internet?
What makes a good website?
How do we use variables in programming?
What is a spreadsheet and how do we use formulae?
How can I model in 3D?
How can I programme a physical device?

Year 4 - Silver Birch

Who owns the web and what is the internet made of?
How can I create and combine audio?
How can I use repetition and loops within programming?
What is a data logger and what can it record?
How can digital images be changed and edited?
Can we design and create our own game?

Year 2 - Elm

How is information technology being used for good in our lives?
How can different devices be used to capture photographs?
How can I design algorithms and test them?
How can data be collected and presented?
How can we make music using percussion instruments and digital tools?
How can we design and create a program?

Reception - Ash Class

Show initiative in using equipment.

Test out their experiences of using equipment at home or in other settings.

Apply things they know into a different context.
Begin to understand the processes involved in finding information from a computer, or how a piece of technology can help to complete a task.
Evidence of using prior knowledge of different devices, gaining confidence and ability as they gain exposure to equipment.

With God We Grow