Computing Learning Journey Cycle A

Display

Role Play Area

EYFS

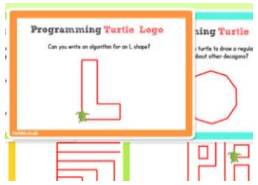
KS1

Logging on and mouse control

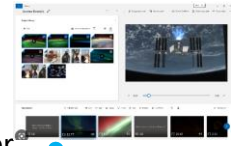
Making paintings and adding text

Online safety

Turtle Logo



Animation with Windows Video Editor



Internet Research and Communication

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LKS2

Online safety

Data Logging

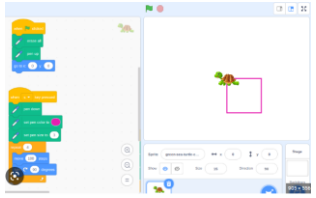
3D Modelling

Grouping Data

UKS2

Extra curricular activities : STEM club

Getting creative with Scratch



Computer Networks

Online safety

Programming with Kodu

Flat File Databases

Extra curricular activities : STEM club

Computing Learning Journey Cycle B

Computing Area

Role Play

Outdoor Learning

EYFS

KS1

IT All Around Us

Computer Art

Desktop Publishing – text and images

Understanding how the internet words

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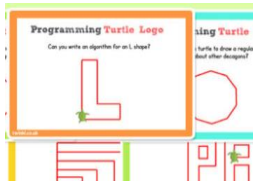


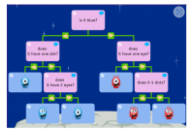
Turtle Logo

Online safety

LKS2

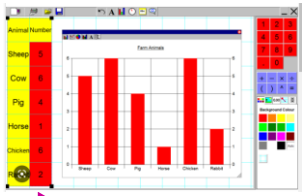
Online safety

Branching Databases

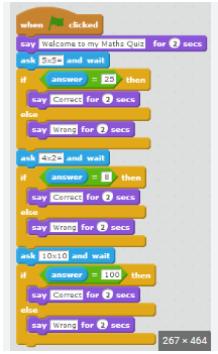


Web Page Creation

Digital Data Handling



UKS2



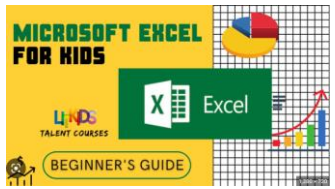
Scratch – questions and quizzes

Communication and collaboration

Online safety

Games and Animated Stories with Scratch

Spreadsheets



Inclusivity and Diversity

- Reduce cognitive load.
- Teach the terminology of computing explicitly and address misconceptions.
- Scaffold the learning.
- Use unplugged activities and sensory approaches.
- Ensure teaching and learning materials accessible and include image or audio support.
- Use assistive technology.
- Consider classroom layout and seating arrangements for each lesson.