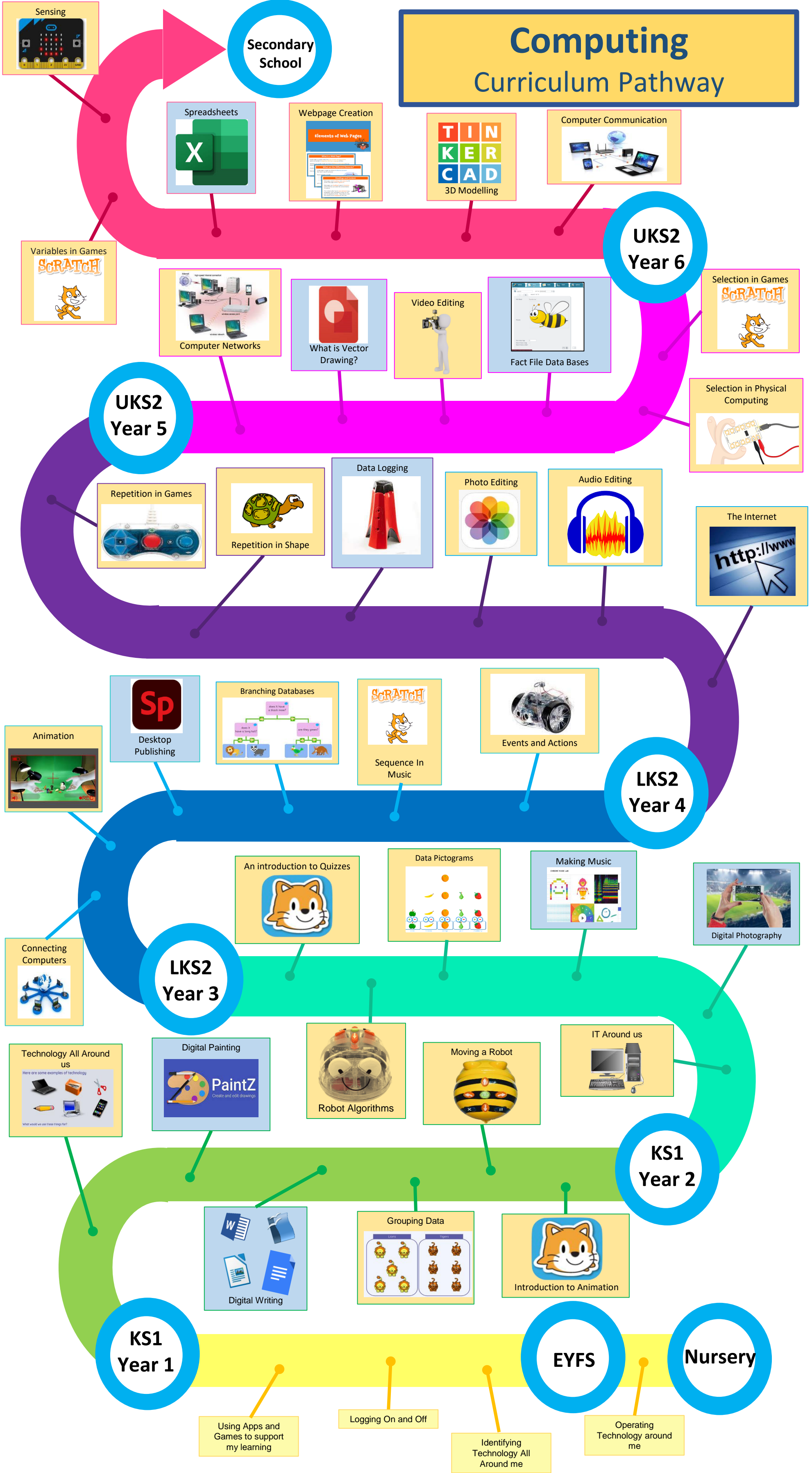


Computing Curriculum Pathway



Secondary School

Spreadsheets

Webpage Creation

TINKERCAD
3D Modelling

Computer Communication

UKS2 Year 6

Variables in Games
SCRATCH

Computer Networks

What is Vector Drawing?

Video Editing

Fact File Data Bases

Selection in Games
SCRATCH

Selection in Physical Computing

UKS2 Year 5

Repetition in Games

Repetition in Shape

Data Logging

Photo Editing

Audio Editing

The Internet

LKS2 Year 4

Animation

Sp
Desktop Publishing

Branching Databases

SCRATCH
Sequence In Music

Events and Actions

LKS2 Year 3

Connecting Computers

An introduction to Quizzes

Data Pictograms

Making Music

Digital Photography

KS1 Year 2

Technology All Around us

Digital Painting
PaintZ

Robot Algorithms

Moving a Robot

IT Around us

KS1 Year 1

Digital Writing

Grouping Data

Introduction to Animation

EYFS

Nursery

Using Apps and Games to support my learning

Logging On and Off

Identifying Technology All Around me

Operating Technology around me