

KS1 Computing Journey Cycle A



AUTUMN

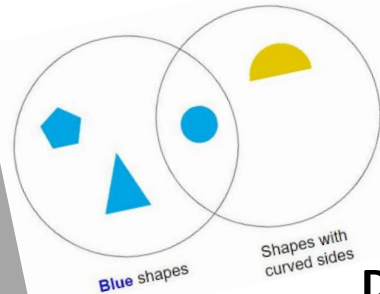
Computer Systems and Networks:
Technology around us



Creating Media:
Digital painting



SPRING



Data and Information:
Grouping data

Programming A:
Moving a robot



Creating Media:
Digital writing

SUMMER



Programming B:
Programming animations

KS1 Computing Journey Cycle B



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Computer Systems and Networks:
IT around us



Creating Media:
Digital photography

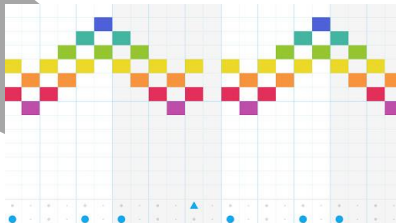


SPRING

Data and Information:
Pictograms



Programming A:
Robot algorithms



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Creating Media:
Digital music



Programming B:
Programming quizzes

LKS2 Computing Journey Cycle A

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**Computer Systems and Networks:
Connecting Computers**

**Creating Media: Stop
frame animation**

SPRING

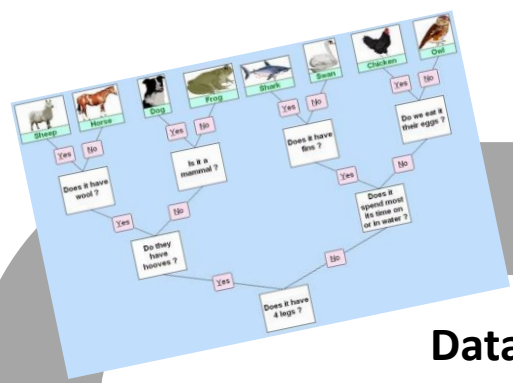
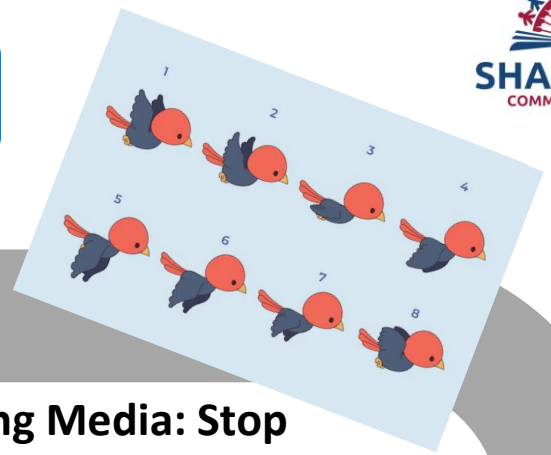
**Data and Information:
Branching databases**

**Programming A:
Sequencing sounds**

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**Creating Media:
Desktop publishing**

**Programming B: Events
and actions in programs**



LKS2 Computing Journey Cycle B



**Computing Systems and Networks:
The Internet**

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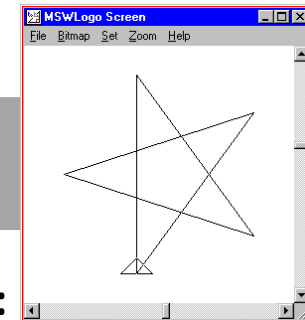


**Creating Media:
Audio Production**



**Data and Information:
Data logging**

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**Programming A:
Repetition in shapes**



**Creating Media:
Photo editing**

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**Programming B:
Repetition in games**

UKS2 Computing Journey Cycle A

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Computer Systems and Networks:
Systems and searching

Creating Media:
Video production

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Data and Information:
Flat-file databases

Programming A: Selection in
physical computing

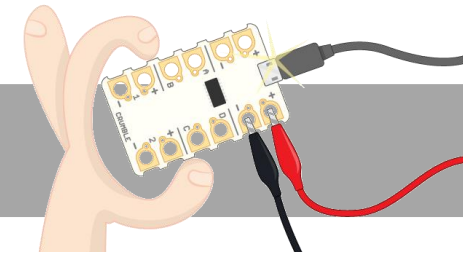
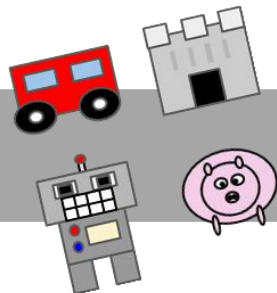
SUMMER

Creating Media: Introduction
to vector graphics

Programming B:
Selection in quizzes



Table	Position	TeamName	Driver_1	Driver_2	Points
	Filter	Filter	Filter	Filter	Filter
Record	1	Mercedes	Bottas	Hamilton	221
	2	Red Bull Racing	Albon	Verstappen	63
Field	3	Racing Point BWT	Perez	Stroll	62
	4	McLaren Renault	Norris	Sainz	



UKS2 Computing Journey Cycle B



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**Computer Systems and Networks:
Communication and collaboration**

**Creating Media:
Webpage creation**



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**Data and Information:
Introduction to spreadsheets**

**Programming A:
Variables in games**



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**Creating Media:
3D Modelling**

**Programming B:
Sensing movement**

