Computing Route Map

NOREMARSH JUNIOR SCHOOL

By the end of the KS2 children will be able to:

- design, write and debug programs that accomplish specific goals
- use sequence, selection, and repetition in programs
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors
- understand computer networks including the internet
- use search technologies effectively and be discerning in evaluating digital content
- select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals
- use technology safely, respectfully and responsibly

KS3

Media: 3D Modelling — 5

6

Data & Information: Introduction to spreadsheets — 4

Programming: Sensing movement

Programming: Variation in games — 3

Computer systems & networks: Communication & collaboration

Media: Introduction to vector graphics

Y6 — 2 | 1 | 6 | 5

Media: Web page creation

Word processing

Data & Information: Flat-file databases — 4

Media: Photo editing

Computer systems and networks: Systems & searching

Programming: Selection in physical computing — 3

Y5 — 5 | 6 | 1 | 2

Data & Information: Data logging — 4

Programming: Repetition in games

Media: Video production

Programming: Repetition in shapes — 3

Computer systems and networks: The internet

Media: Desktop publishing

Y4 — 2 | 1 | 6 | 5

Media: Audio production

Programming: Events & actions

Data & Information: Breaching databases — 4

Computational thinking, Online safety, Coding

Making music, presenting ideas, spreadsheets and pictograms.

Computer systems and networks: Connecting computers

Programming: Sequencing sounds — 3

WBI — **Y3** — 1 | 2

Questioning Creating pictures

Media: Stop frame animation

Proud to be a part of The Royal Wootton Bassett Academy Trust

ROYAL WOOTTON BASSETT ACADEMY TRUST