

# OUR COMPUTING JOURNEY

## KEY STAGE 1 (KS1)

- 1. Digital Paining
- 2. Digital Writing
- 3. Creating Animations in Programs

- 3. Building Sequences in Programs
- 2. Using IT to Organise and Present Data
- 1. IT in the World Beyond School

## KEY STAGE 2 (KS2)

- 1. Computer Networks
- 2. Stop Frame Animation
- 3. Sequencing Using Sound
- 4. Organising Data Using Databases
- 5. Desktop Publishing
- 6. Events and Actions in Programs

- 5. Photo Editing
- 6. Creating a Game Using Repetition
- 3. Repetition in Programs
- 4. Data Logging
- 1. The Internet
- 2. Audio Production

- 1. Into to Computer Systems
- 2. Video Production
- 3. Selection in Physical Computing
- 4. Flat-file Databases
- 5. Intro to Vector Graphics
- 6. Develop a Quiz Using Selection

- 5. 3D Modelling
- 6. Sensing Movement with Physical Computing
- 3. Develop a Game Using Variables
- 4. Intro to Spreadsheets
- 1. Communication and the Internet
- 2. Web Page Creation