

Computing Pathway EYFS to Year 6

EYFS

Beebots and tablets

Introduction to computers

Looking after ICT

Year 1/2

Logging in, navigating and saving

Technology All Around Us

Digital Writing

Year 3/4

Simple Algorithms (Scratch/ Microbits)

Grouping data and pictograms

Moving a robot

3D Modelling and printing a scale model

Animation and sequencing in algorithms

Events and actions in programs

Year 5/6

Video editing

Branching databases

Desktop publishing and the internet

Data logging

Webpage creation including hyperlinks

Repetition and selection in algorithms

Data Logging

Sequencing and editing

Year 7+

(Prospective guide only. Actual KS3 curriculum may vary but children should be ready to tackle these broad objectives)

3D Modelling and printing a product to specification

Networks and searching

3D Modelling

From semaphores to the internet - networking

Programming essentials

Modelling data

Using media for a purpose