Copplestone Primary
COMPUTING LEARNING JOURNEY

TRANSITION TO SECONDARY

Year 6

Term 1
WW2 research project and using IT to publish work.

Term 2
Scratch—game making.
Lego we do.

Term 3
Python.

Children can use technology for virtual lessons or meetings—eg Teams.

Year 5

Term 1
E safety
Create a website.

Term 2
Scratch with a focus on music.

Term 3
Greece travel guide—publishing.
Microsoft office.

Children will be independently able to use a laptop or tablet to research or investigate as part of their normal learning. They can present their work using IT.

Year 4

Term 1
Tux paint to create artwork.
Scratch to draw repeating patterns and spirals. E safety

Term 2
Technology in the real world —weather and electricity.

Term 3
Scratch animation.
Publish learning about animals linked to non-chron reports in English.

Children will gain more confidence at using apps and learning programmes. They can take photo on the iPad. They can use technology to create programming for Lego.

Year 3

Term 1
Research on history topic. Using Scratch changing variables.

Term 2
E safety
Using PowerPoint independently.

Term 3
Scratch to make simple animations.
Create a publication about coasts.

Children will be able to use Class dojo to access learning or send work through their portfolio.

Year 2

Term 1
E safety
Save and find work.

Term 2
Research.
Simple presentations using slides.

Term 3
Scratch and Bee Bot.
J2 coding.

Year 1

Term 1:
Giving Bee Bots a simple set of instructions

Term 2
Finding places on a map and searching for information.
Paint programme—animals.

Term 3
Programming and algorithms.
Apps and Bee Bots

Throughout every year group there will [illegible] safety.

Year: EYFS

Term 1
Access to IT through continuous provision.

Term 2
Access to IT through continuous provision.

Term 3:
Access to IT through continuous provision.