Learning Journey: Computer Science

PONTEFRACT
ACADEMIES TRUST
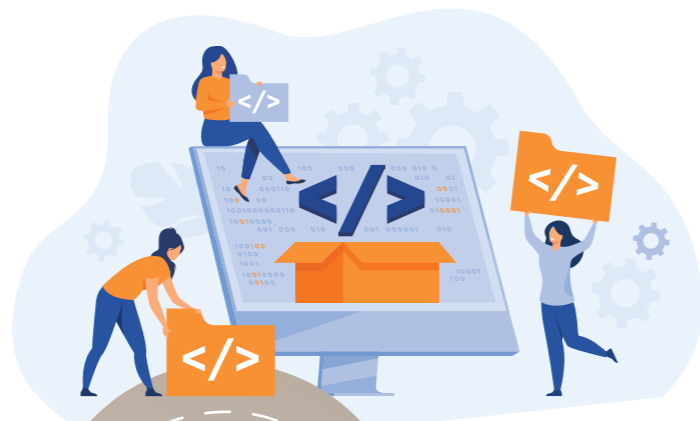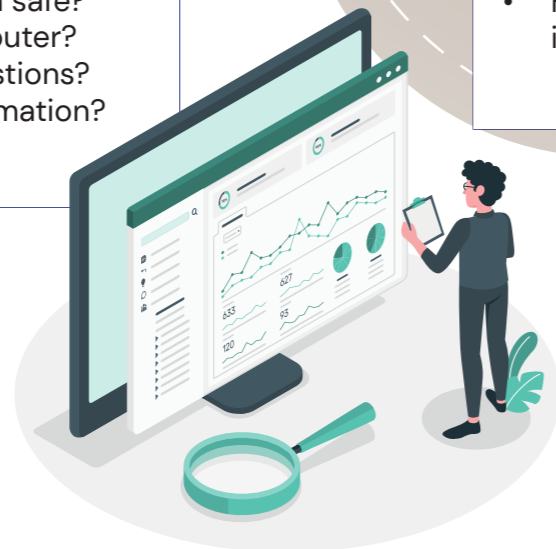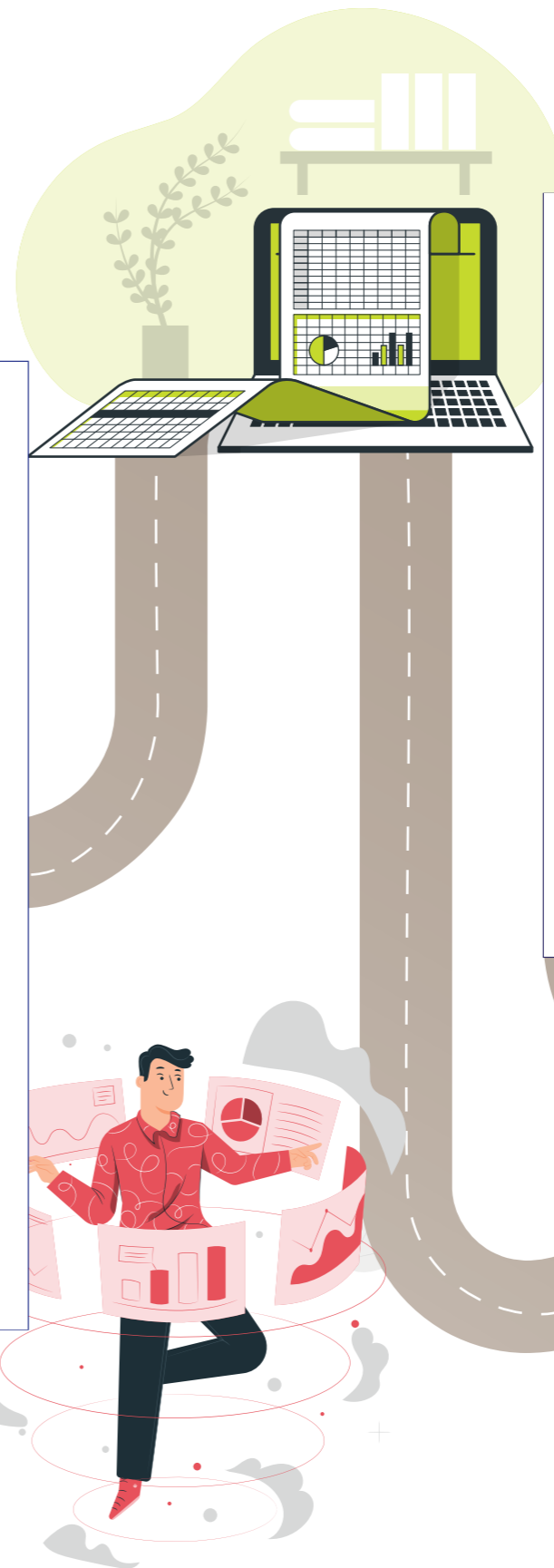
KS1
Year 1 and 2

- How do I stay safe when using a computer?
- How can I represent art using a computer?
- What is an algorithm?
- How can I create a document?
- How can I create an algorithm?
- How can I organise and present information?
- How do I keep my private information safe?
- How can I represent art using a computer?
- How can I find the answer to my questions?
- How can I organise and present information?

LKS2
Year 3 and 4

- How do I keep my private information safe and what do I do if come across inappropriate content?
- How can I create an animation using a computer?
- How do I use algorithms to create shapes and patterns?
- How can I use technology to advertise an invention?
- How do I use code to create accurate outcomes based on specific selections?
- How can I create my own electronic greetings card?
- How can the Water Cycle be shown using stop-motion animation?
- How do I use an algorithm to create shapes and patterns?
- How can I re-create a story using Microsoft PowerPoint and search engines?
- How do I use code to create accurate outcomes based on specific selections?
- How do I present credible and reliable information?

UKS2
Year 5 and 6

- How do I keep myself safe online?
- How do I create my own podcast?
- How do I use algorithms to create a complex maze game?
- How can I use technology to create a 3D vessel?
- How can I create an animated story based on a scene from a book?
- How can I advertise my maze game?
- How do I identify safe and reliable information?
- How can documentaries be used to share information?
- How do I design a sequenced algorithm that includes repetition?
- How can I use data within Microsoft Excel?
- How can I present facts and events from the book Mortal Engines?