

COMPUTING LEARNING JOURNEY



LOWER KEY STAGE 2

Children start to develop a sense of style and independence when organising information into tables, sorting and organising information for others to be able to understand. Children continue to demonstrate skills of a good online citizen. They refer to online safety rules when discussing technology in their lives. They are able to navigate between websites and use safe search terms on trusted search engines. They become more confident in using email for communication, including attaching and saving files from emails. Children build on their programming skills by solving problems and programming commands to achieve a specific outcome. They begin to write programs, explain algorithms and identify errors in their work. Children become more aware of their digital footprint by reflecting on their experience on the internet. They are able to understand more about age-appropriate websites and adverts and how adverts are used by companies. Children are also introduced to the concept of plagiarism and citation.



I-CURRICULUM

The innovative and creative style of our I-Curriculum allows for computing to be taught within the umbrella of a wider theme. This means that computing is often taught cross-curricularly which gives the meaningful purpose for the children's learning. For example when we did 'The inventors compass' the year 2 class used stop motion techniques and Ipads to create short films which parents were invited into view as a 'premier night'. The project was completely cross curricular with D&T, STEM and history and a wow moment for our children who took great pride in sharing their work with their parents.

