Brindishe Schools Computing Learning Journey

Vocabulary
KS1 & KS2 vocab + search engine, pathways, hyperlinks, spreadsheet, formula, 3D digital objects, variables, conditional statements

Vocabulary
Year 1 vocab + digital photography, instructions, algorithms, debug, pictogram, sequence, design

Year 6

Year 6
Internet communication
Webpage communication
Variables in games
Introduction to spreadsheets
3D modelling
Sensing

Year 2

Year 2
Information technology around us
Digital photography
Robot algorithms
Pictograms
Making music
Programming quizzes

Year 3

Year 1
Technology around us
Digital painting
Moving a robot
Grouping data
Digital writing
Programming animations

Vocabulary
technology, mouse, keyboard, rules, responsible, tools, paint, command, forwards, backwards, group, data, programming

Year 1

Year 3
Connecting computers
Stop frame animation
Sequencing sounds
Branching databases
Desktop publishing
Events & actions in programs

Year 5
Sharing information
Video editing
Selection in physical computing
Flat-file databases
Vector drawing
Selection in quizzes

Vocabulary
KS1 & LKS2 vocab + transfer, condition, flat-file database, vector drawings

Year 5

Early Learning Goal
Children recognise that a range of technology is used in places such as homes and schools.

They select and use technology for particular purposes.

Vocabulary
KS1 vocab + input, output, networks, animation, sequencing, content, branching database, publish, purpose, layout, 4 directions

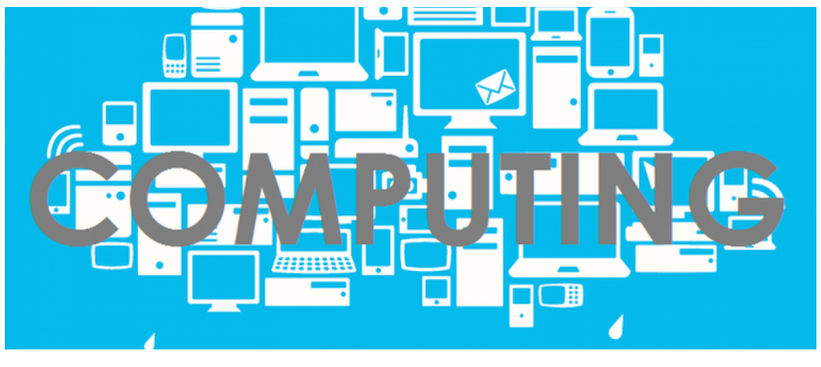
Year 4

Year 4
The internet
Audio editing
Repetition in shapes
Data logging
Photo editing
Repetition in games

Vocabulary
i-Pad, programme, mouse, headphones, keyboard, screen, move, direction, forwards, backwards, sideways

EYFS

Vocabulary
Y3 vocab + WWW, unreliable content, audio, text-based language, repetition, count-control loops, digital images



Brindishe Federation