# Our COMPUTING Journey
## At St. Mary's Catholic Primary School

**EYFS**

**TECHNOLOGY**
Technology around us, identifying digital devices.

**CONTROL**
Begin to understand how to program and control Bee-bots to achieve goals.

**E-SAFETY**
Know the 4 rules of internet safety. Buddy the Dog using tablets safely.

**CREATING DIGITAL CONTENT**
Begin to combine drawings with words to create simple e-books

**KS1**

**E-SAFETY**
Know the 4 rules of internet safety. Jessie and Friends. Sid's Top Tips. Creating e-safety rule videos.

**ANIMATION**
Begin to create stop-motion animations.

**SEARCHING & THE INTERNET**
Search the internet safely to find information. Save and retrieve information.

**CONTROL**
Understand and explain Bee-bots. Program and debug algorithms using Bee-Bots and Scratch Junior.

**GRAPHICS**
Create digital artefacts, adapt using graphics package, bring to life as animation.

**CREATING DIGITAL CONTENT**
Creating E-Books, combining text, images and animation/video..

**LKS2**

**E-SAFETY**
Introduction to SMART RULES. The Smart Crew. Online Safety comics and videos.

**CONTROL**
Using Scratch, inputs and outputs for multiple choice quizzes. Creating simple Scratch animations.

Confidence when using chrome books and Ipads. Use of Google Classroom to support across the curriculum.

**NETWORKS, SEARCHING & THE INTERNET**
Understanding a network. How to search safely and refine searches.

**ANIMATION**
Create-stop motion animations with some text and sound.

**CREATING DIGITAL CONTENT**
Planning, recording and editing green screen videos.

**CREATING DIGITAL CONTENT**
Non-fiction e-books with animations & sound. Choose your own adventure books with links.

**UKS2**

**E-SAFETY**
Recap and share SMART rules messages. Create e-safety posters, animations and podcasts.

**CREATING DIGITAL CONTENT**
Using Garageband to write music and record anti-bullying songs.

**SPREADSHEETS**
Analyse & present data, use formulas.

**CONTROL**
Using Scratch to create animations and complex games with competitive elements. Writing and debugging algorithms. Programming Microbits.