


St Luke's Key Stage 1 and 2's Computing Journey 	Autumn	Spring	Summer
Year 1	<p>Modern Tales: Using the vehicle of the children's stories, the children will learn to navigate the rules of online safety and communication. The children will make animations based on an online situation they may encounter.</p> <p>My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.</p>	<p>What is a Computer?: In this unit children will learn about the different parts of a computer and iPad. They will learn new skills, tips and tricks. The children will be able to see the inner working of a computer and build their own. Includes a range of continuous provision activities.</p> <p>Mini-Beasts: Children will use technology to classify minibeasts. In this activity the children will learn about gathering and presenting information. They will then make their own David Attenborough style nature documentary. Includes a range of continuous provision activities.</p>	<p>Animate with Shapes: Children will learn the basic skills of stop frame animation and produce a simple animated movie.</p> <p>My Friend the Robot In this unit children will learn all about computational thinking and problem solving with a variety of unplugged activities and online coding games.</p>
Year 2	<p>Online Buddies: This activity will explore what friendship means online. The children will learn about the do's and don'ts of communicating over the internet.</p> <p>My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.</p>	<p>Code a Story: The children will write a basic story with illustrations. They will then turn this into an animated story using visual coding. The activity will introduce new concepts such as conditional language, repeat loops and debugging.</p> <p>Story Land: The children take the role of authors to write the sequel to popular children's stories. They then create illustrations for their story and record themselves reading it in order to create an audiobook to publish online.</p>	<p>Heads Up!: The children play a computing focused game of charades and then create their own version.</p> <p>Maths Madness: The children take part in a maths scavenger hunt and then create their own version by creating QR codes and Math's videos.</p>
Year 3	<p>Online Detectives: This activity is designed to support children in mastering the art of advanced internet searching.</p>	<p>Dancing Robot: The children will use some of Scratch Jr's more advanced coding blocks to create their</p>	<p>Keyboard Adventures: In this activity the children will master the art of using a keyboard and short cuts with a series of fun activities.</p>

	<p>They will learn new tricks to improve their searches while they try to solve puzzles and challenges.</p> <p>My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.</p>	<p>own interactive dancing robot game. The children will learn the important skills of critical thinking, problem solving and debugging.</p> <p>Rainforests: The children will explore rainforests through new Virtual Reality (VR) apps. They will also create their own interactive learning games for younger children to play.</p>	<p>T-Shirt Designer: The children will become illustrators and design their own t-shirts.</p>
Year 4	<p>Fake or Real?: Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out.</p> <p>My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.</p>	<p>Hour of Code: The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events.</p> <p>Dinosaurs: In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills.</p>	<p>Wizard School: The children will undertake a series of creative challenges based around the Harry Potter books</p> <p>Minecraft Challenges: Who is the best at building. The children take part in a series of maths/Minecraft challenges.</p>
Year 5	<p>YouTuber: Every child wants to be a "YouTuber". In this activity children will learn about what that means, the positives and negatives, safety tips and they will create their own video blog (vlog).</p> <p>My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.</p>	<p>Girls v Boys: STEAM Challenges: This activity will pit the girls against the boys in a series of creative STEM challenges. They will tackle code, maths, art, DT and lots of problem solving.</p> <p>Making AR Games: In this activity the children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating game that uses AR.</p>	<p>Video Game Music Composer: The children will learn about audio recording and will write and record their own songs. The class can combine these into a class album.</p> <p>News Reporter & Podcaster: Children will produce their own podcasts to publish online.</p>
Year 6	<p>Online Safety Dilemmas: In this activity the children will become online safety ambassadors. They will be given modern day dilemmas. Dilemmas that children face everyday online and asked to produce a series of "what to do" videos to explain how to cope online.</p> <p>My Online Life:</p>	<p>VR Worlds: The class will explore Virtual Reality (VR) and how it can be used in the classroom. The children will also build their own VR world.</p> <p>Crossy Roads: The children will create their own version of the popular app Crossy Roads using visual coding.</p>	<p>Maths: Solve IT Club: Children will produce their own digital guide to being a maths genius. Making videos and animations showing how to solve various maths problems. This is an opportunity to connect with other schools.</p> <p>Quiz Show Host:</p>

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