

PEMBRIDGE CE PRIMARY SCHOOL LEARNING JOURNEY ITINERARY

Pembridge is a school where we encourage everyone to be inspired through faith in God and to live by Christian values so that our teaching and learning is of the highest quality, our whole community flourishes and we reflect all that is worthy of praise.

SUBJECT: Computing

YEAR GROUPS: KS1

PREVIOUS KNOWLEDGE We would expect most children to already be able to:

- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge
- Explain the reasons for rules, know right from wrong and try to behave accordingly.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Objectives: by the end of KS1, children should be able to:

Algorithms and Programmes	Data Retrieving and Organising:	Communicating
• Create a simple series of instructions - left and right • record their routes • understand forwards, backwards, up and down • put two instructions together to control a programmable toy • begin to plan and test a Bee-bot journey • predict the outcomes of a set of instructions • use right angle turns • use the repeat commands • test and amend a set of instructions • write a simple program and test it • predict what the outcome of a simple program will be	• capture images with a camera • print out a photograph from a camera with help • record a sound and play it back • enter information into a template to make a graph • talk about the results shown on a graph • find information on a website • click links in a website • print a web page to use as a resource • experiment with text, pictures and animation to make a simple slide show • use the shape tools to draw	• recognise what an email address looks like • joined in sending a class email • use the @ key and type an email address • word process ideas using a keyboard • use the spacebar, back space, enter, shift and arrow keys • print out a page from the internet • send and reply to messages sent by a safe email partner (within school) • word process a piece of text • insert/delete a word using the mouse and arrow keys • highlight text to change its format (B, U, I)

ASSESSMENT OPPORTUNITIES Children will be able to demonstrate their learning through:

- Quizzes
- Self-assess via use of thumbs (up/down/side)
- Screen mirroring of completed work for peer assessment
- Varied outcomes linked to unit tasks

Year	Autumn term	Spring term	Summer Term
A	Data Retrieving and Organising How can I make a simple animation of a well-known story?	Algorithms and Programmes What instructions do I need to use to move a programmable toy?	Communicating How can I safely send messages to my friends using the internet?
B	Algorithms and Programmes/ Data Retrieving and Organising What instructions do I need to draw a given shape – and represent this using drawing tools?	Data Retrieving and Organising How can I make a simple slide show with text and pictures?	Communicating How can I present information on a word document?

ENRICHMENT OPPORTUNITIES –

What can we give children along the journey to help them remember more?

We will endeavour to include:

- Opportunities to collect 'real life' data with a purpose.
- Using their word processing skills to present posters of information.
- Use knowledge of slide shows to present research information.

CROSS-CURRICULAR LINKS –

What links can we make to help children make sense of what we want them to know and be able to do?

This itinerary fits with our other learning through:

- Digital art
- Internet research for History and Geography topics
- Presentation of data in science
- Presentation of research as a poster in History and Geography.

LEARNING BEHAVIOURS Children will be expected to:

Tries new things	use a range of programs and apps to accomplish specific goals.
Works hard	ensure final piece meets the given criteria.
Concentrates	follow given instructions carefully to fully understand the features of an app or program.
Self-motivates	listen to advice and makes improvements.
Imagines	select appropriate images from the internet.
Improves	detect and correct errors.
Understands others	work as part of a team sharing fairly and listening to the ideas of others.
Doesn't give up	be always willing to try new things and persevere with challenges.