

Computing Subject Road Map



PARK LANE
PRIMARY SCHOOL

Continuing
into
Secondary
School



Modelling Data
Spreadsheets



Programming
Essentials: Part 2



Programming
Essentials: Part 1

From
Semaphores to
the Internet

Using Media: Gaining
Support for a Cause



Collaborating
Online
Respectfully

Year 7



Internet
Communication



Webpage Creation

Introduction to
Spreadsheets

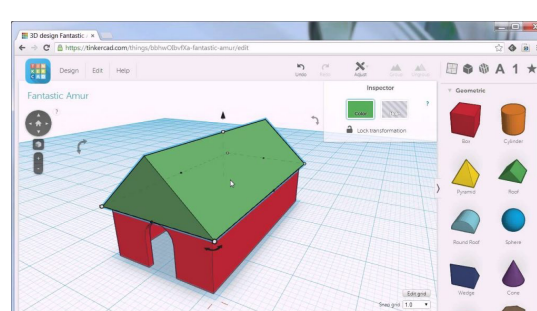


Year 6

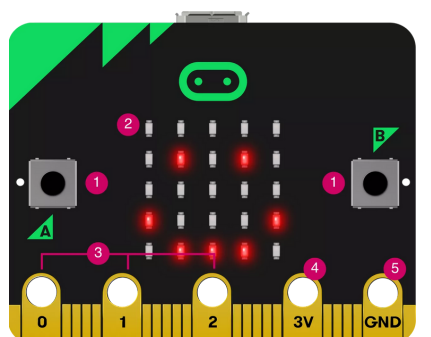
Variables in
Games



3D Modelling



Sensing

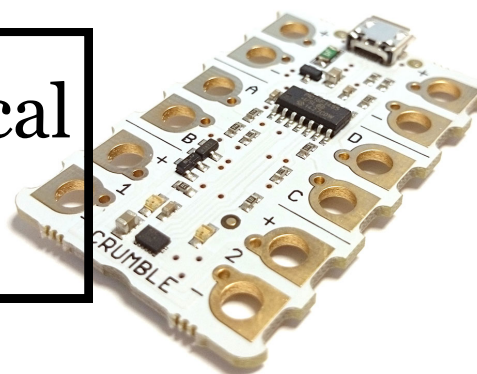


GRIFFIN
SCHOOLS
TRUST

Vector
Drawing



Selection in Physical
Computing



Sharing
Information

Selection in
Quizzes

Flat-file Databases

Video Production



Year 5



Data Logging

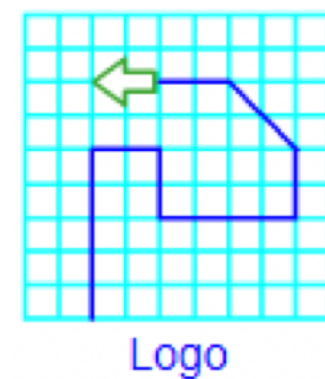


Repetition in
Games

Audio Production

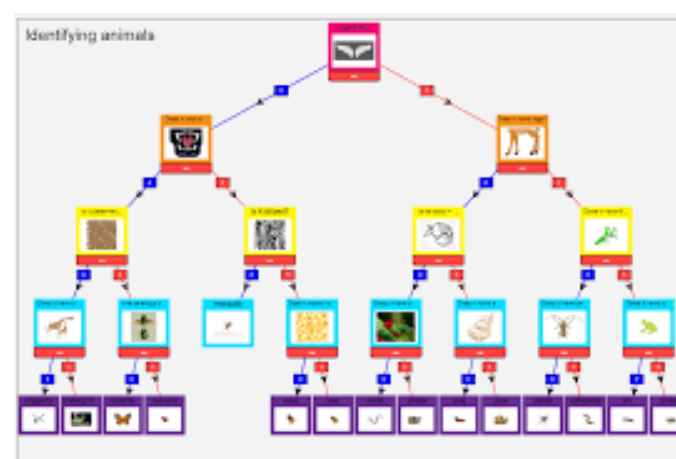
Photo Editing

Repetition in
Shapes

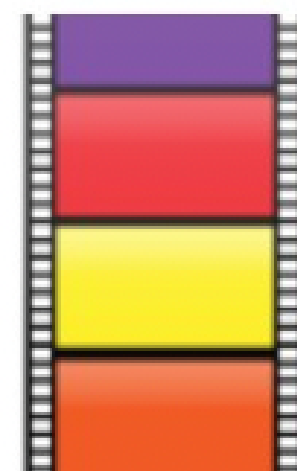


The Internet

Events and
Actions in
Programs



Branching Databases



2Animate

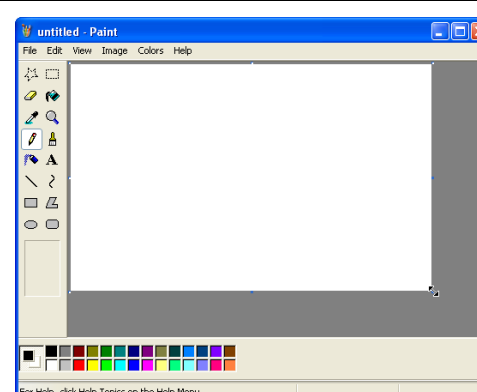
Stop-frame
Animation

Sequencing Sounds

Desktop Publishing



Connecting
Computers



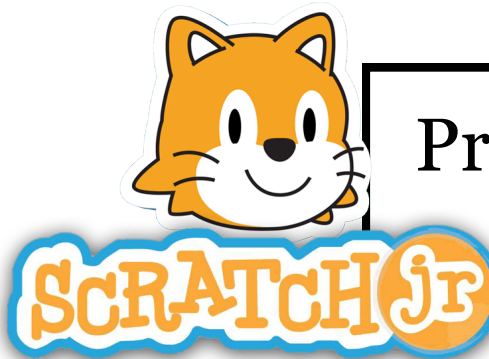
Year 3



Digital
Photography



Pictograms



Programming
Quizzes

Making Music



Chrome
Music Lab

Information
Technology Around
Us



Robot Algorithms



Moving a Robot



Digital Painting

Digital Writing

Year 2

Programming
Animations



Grouping Data

Technology around
Us



Year 1



Simple
programming
using bee bots

Creating content
(videos, photos,
drawing pictures)

Introduction to
online safety

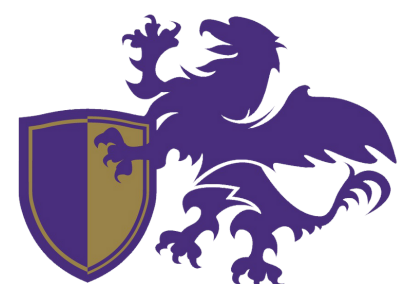
Recognising
technology and its
uses



Exploring devices
and apps



Early
Years



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