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| **Milestone 1 Computing**  |
| **Superheroes** | **It Began in Africa** | **Ahoy there**  |
| **To Connect**Networks – Information all around us**To Communicate**Digital photography of superheroes!  | **To Code**Programming – debugging algorithms **To Collect**Collect data to create pictograms  | **To Communicate** Using digital media to create music**To Code**Programming with Scratch Junior to make a quiz |
| **Pole to Pole** | **Fire Fire** | **Once Upon a Time…** |
| **To Connect**Technology all around us and use of devices**To Communicate**Create own media of digital hot and cold landscapes through digital painting | **To Code**Moving a robot with Scratch Junior and floor robots**To Collect**To use grouped data to create charts and graphs | **To Communicate** Create own pieces of digital writing**To Code** Have sprites linked to fairy tales and speak with each other on Scratch Jnr. |
| **Milestone 2 Computing** |
| **All Started in a Cave** | **Survival** | **They Came, They Saw they conquered!** |
| **To Connect**What is the internet**To Communicate**Creating media – audio production  | **To Code**Programming – repetition in shape through repeating a loop**To Collect:**Data logging | **To Communicate**Creating Media – photo editing **To Code**Programming using Scratch – repetition in games with an infinite loop |
| **Dungeons and Dragons** | **Streetwise** | **It’s All Greek to Me** |
| **To Connect**Connecting computers and understanding a network of computers and the internet**To Communicate**Creating Media – Stop Go Animation | **To Code**Programming – sequencing sounds**To Collect**Branching Databases | **To Communicate**Creating Media – desktop publishing and e-book creator for own myth**To Code**Use Scratch to make events and actions in programmes |
| **Milestone 3 Computing** |
| **Walk Like an Egyptian** | **Out of this World** | **Traders and Raiders** |
| **To Connect**Computer networks – systems and searching**To Communicate**Video production using I-Movie | **To Code**Programming with scratch using a conditional loop**To Collect**Data handling with flat file databases | **To Communicate**Creating media with graphic vectors**To Code**Programming – modifying a condition in creating a quiz |
| **Endangered** | **Child in our Time** | **The Ship of Dreams** |
| **To Connect**Communication and collaboration - Internet devices and data transfer**To Communicate**Web creation – making their own web sites | **To Code** Use Scratch to use variables in a game**To Collect**Introduction to spreadsheets | **To Communicate**Creating media through 3D Modelling with Tinkercad**To Code**Use scratch to create algorithms with sensing – If and then… |