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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… |