

# NACTON C OF E PRIMARY COMPUTING LEARNING JOURNEY A

KS3

In computing, children build on 3 key concepts *expertise, application and evaluation* which are known as our knowledge gems..



## UKS2 YEAR B- DIAMOND

Computer science  
Selection in  
quizzes

Computer  
science –  
Selection

Digital  
literacy –  
databases

Digital  
literacy –  
vector  
drawing

Digital  
literacy –  
video  
editing

Digital  
technology -  
Sharing  
information

Digital  
technology  
Communication

Digital literacy  
spreadsheets

Digital literacy  
– web pages

Digital literacy  
– 3d  
modelling

Computer  
science –  
Variables

Computer  
science -  
Sensing



## UKS2 YEAR A- AMETHYST

Digital  
literacy –  
Data  
logging

Digital  
literacy –  
photo  
editing

Computer  
science  
Repetition  
in games

Digital  
literacy –  
audio  
editing

Digital  
technology  
- The  
internet

Computer  
science –  
Repetition



## LKS2 YEAR B- SAPPHIRE

Digital  
literacy –  
animation

Digital literacy –  
desktop  
publishers

Computer  
science –  
events and  
actions

Computer  
science –  
Sequences

Digital  
literacy –  
branching  
databases

Digital  
technology -  
Connecting  
computers



## LKS2 YEAR A- EMERALD

Computer  
science –  
quizzes

Computer  
science – robot  
algorithm

Digital literacy  
– digital  
photography

Digital literacy  
–  
pictogram

Digital literacy  
– making  
music

Digital  
technology - IT  
around us



## KS1 YEAR B- TOPAZ

Computer  
science -  
animation

Computer  
science –  
making robots

Digital literacy  
grouping data

Digital literacy  
– digital  
writing

Digital  
technology -  
Technology  
around us

## KS1 YEAR A - AMBER

Computer  
science -  
instructions

Digital literacy –  
multimedia  
presentations

Digital literacy –  
drawing

Digital  
technology –  
things that use  
technology

Computer  
science –  
moving a robot

Digital wisdom –  
how to  
stay on line

## EYFS - RUBY



# NACTON C OF E PRIMARY COMPUTING LEARNING JOURNEY B

In computing, children build on 3 key concepts *expertise*, *application* and *evaluation* which are known as our knowledge gems..



## UKS2 YEAR A- AMETHYST

KS3 ←

Computer science  
Selection in  
quizzes

Computer  
science –  
Selection

Digital  
literacy –  
databases

Digital  
literacy –  
video  
editing

Digital  
literacy –  
vector  
drawing

Digital  
technology -  
Sharing  
information

Computer  
science -  
Sensing

Computer  
science –  
Variables



## UKS2 YEAR B-DIAMOND

Digital  
literacy –  
animation

Digital literacy  
spreadsheets

Digital literacy  
– 3d  
modelling

Digital literacy –  
desktop  
publishers

Digital  
technology  
Communication

Digital literacy  
– web pages

Computer science –  
events and actions

Computer  
science –  
Sequences

Digital  
literacy –  
branching  
databases

Digital  
technology -  
Connecting  
computers

## LKS2 YEAR A- EMERALD



Digital  
literacy –  
Data  
logging

Digital  
literacy –  
photo  
editing

Computer  
science  
Repetition in  
games

Computer  
science –  
Repetition



## LKS2 YEAR B- SAPPHIRE

Digital  
technology  
- The  
internet

Digital  
literacy –  
audio  
editing

Computer  
science -  
animation

Computer  
science –  
making robots

Digital literacy  
grouping data

Digital literacy  
– painting

Digital literacy  
– digital  
writing

Digital  
technology -  
Technology  
around us

## KS1 YEAR A- AMBER



Computer  
science –  
quizzes

Computer  
science – robot  
algorithm

Digital literacy  
– digital  
photography



## KS1 YEAR B - TOPAZ

Digital literacy  
–  
pictogram

Digital literacy  
– making  
music

Computer  
science -  
instructions

Digital literacy –  
multimedia  
presentations

Digital literacy –  
drawing

Digital  
technology - IT  
around us



## EYFS - RUBY

Digital  
technology –  
things that use  
technology

Computer  
science –  
moving a robot

Digital wisdom –  
how to  
stay on line