

Key Stage 1 Journey

Year 1

To log on and off a device

To create, retrieve and organise a document

Year 1

To understand what an algorithm is.

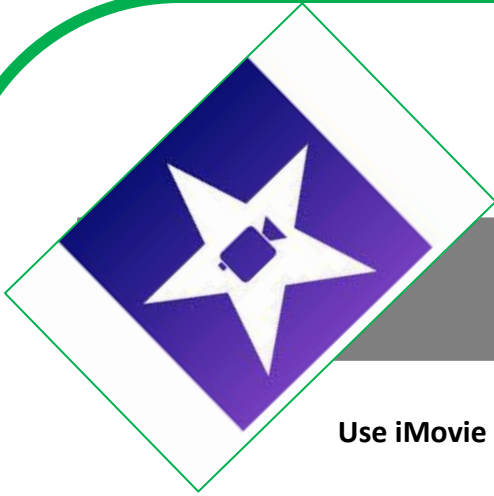
Year 2

To program an animation using scratch Jnr

To use technology to create, organise, manipulate documents



Lower Key Stage 2 Journey



Use iMovie

Year 3

To program and debug an animation using scratch



Year 4

Select and use software to present information and data.

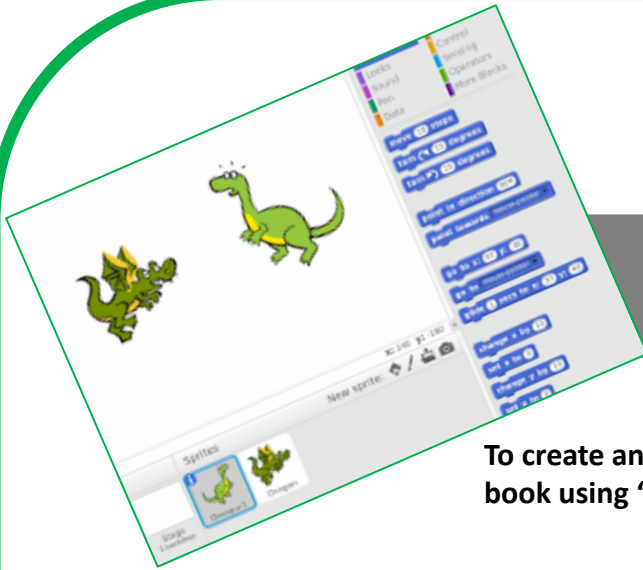


Year 4

To code a game using scratch.



Upper Key Stage 2 Journey



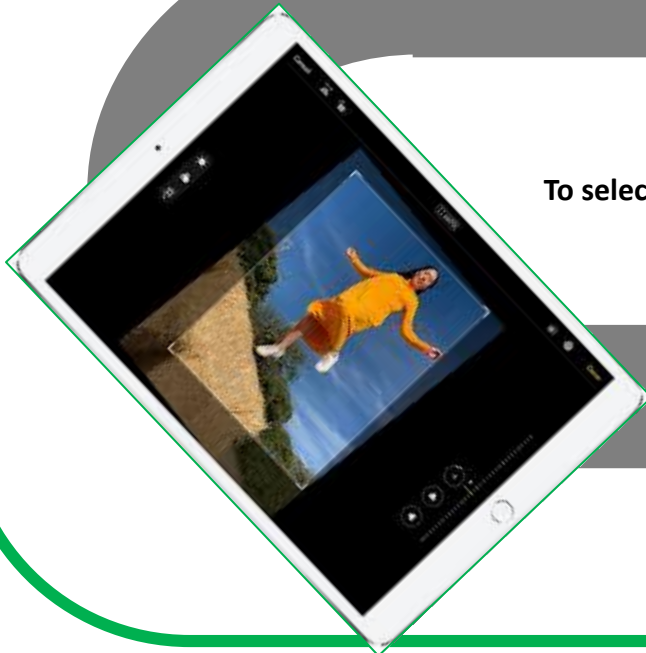
To create an Interactive story book using 'messages'.

Year 5



To use Office to edit, manipulate and organise documents.

Year 6



To select and use a photo editor to create content.

Year 6



To code a game using scratch (Maths Quiz).