# Computing Roadmap 2023-24

## YEAR 6

**6.3: We are publishers**
Creating a Yearbook

**6.5: We are advertisers**
Making a short TV advert

**6.4: We are connected**
Social Media

**6.6: We are AI developers**
Learning about machine learning

**6.2: We are computational thinkers**
Algorithms

**6.1: We are toy makers**
Coding using micro:bit

**5.6 We are VR designers**
Learning about virtual reality

**5.5: We are adventure gamers**
Creating an interactive, multimedia adventure

**5.4: We are web developers**
Making sense of the Internet and building a website

**5.3: We are architects**
Creating a virtual space

**5.2: We are cryptographers**
Cracking codes

**5.1: We are game developers**
Developing an interactive game

## YEAR 5

**4.3: We are musicians**
Creating a piece of music in GarageBand

**4.4: We are bloggers**
Sharing experiences and opinions

**4.5: We are artists**
Fusing geometry and art

**4.6: We are meteorologists**
Recording and presenting the weather

**4.2: We are makers**
Coding for micro:bit

**4.1: We are software developers**
Developing a simple educational game

**3.6: We are opinion pollsters**
Collecting and analysing data

**3.5: We are co-authors**
Producing a Wiki

**3.4: We are who we are**
Creating a range of media about ourselves

**3.3: We are presenters**
Videoing a presentation against a green screen

**3.2: We are bug fixers**
Finding and correcting bugs

**3.1: We are programmers**
Programming an animation

## YEAR 4

**2.5: We are animators**
Creating a stop-motion animation

**2.3: We are photographers**
Taking, selecting & editing digital images

**2.2: We are games testers**
Working out the rules for games

**2.4: We are safe researchers**
Researching a topic

**2.6: We are zoologists**
Collecting data about bugs

**2.1: We are astronauts**
Programming on screen in Scratch Jr

## YEAR 3

## YEAR 2

**1.5: We are Rhythmic**
Creating sound patterns in ScratchJr & GarageBand

**1.6: We are detectives**
Using data to solve clues

**1.3: We are digital artists**
Creating work inspired by great artists

**1.4: We are Publishers**
Creating a multimedia eBook about our achievements

**Changes**
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

**People who help us**
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

**Celebrations and festivals**
Children recognise that a range of technology is used in places such as homes & schools. They select & use technology for particular purposes

**All about me**
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

## YEAR 1

## EYFS

**1.2: We are TV chefs**
Filming the steps of a recipe

**1.1: We are treasure hunters**
Solving problems using programming toys

**Animals**
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

**Growing**
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

Marion Richardson School