

This presentation is to give an overview of what the children have been learning in Computing this year so far.



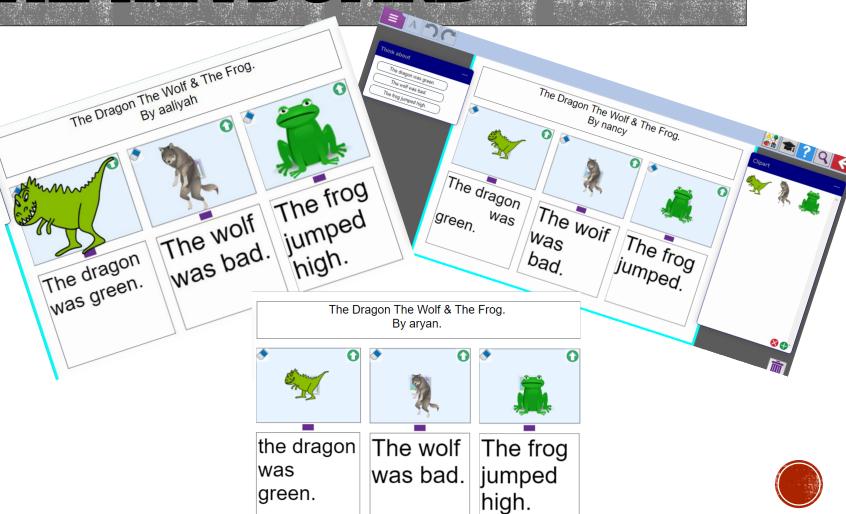


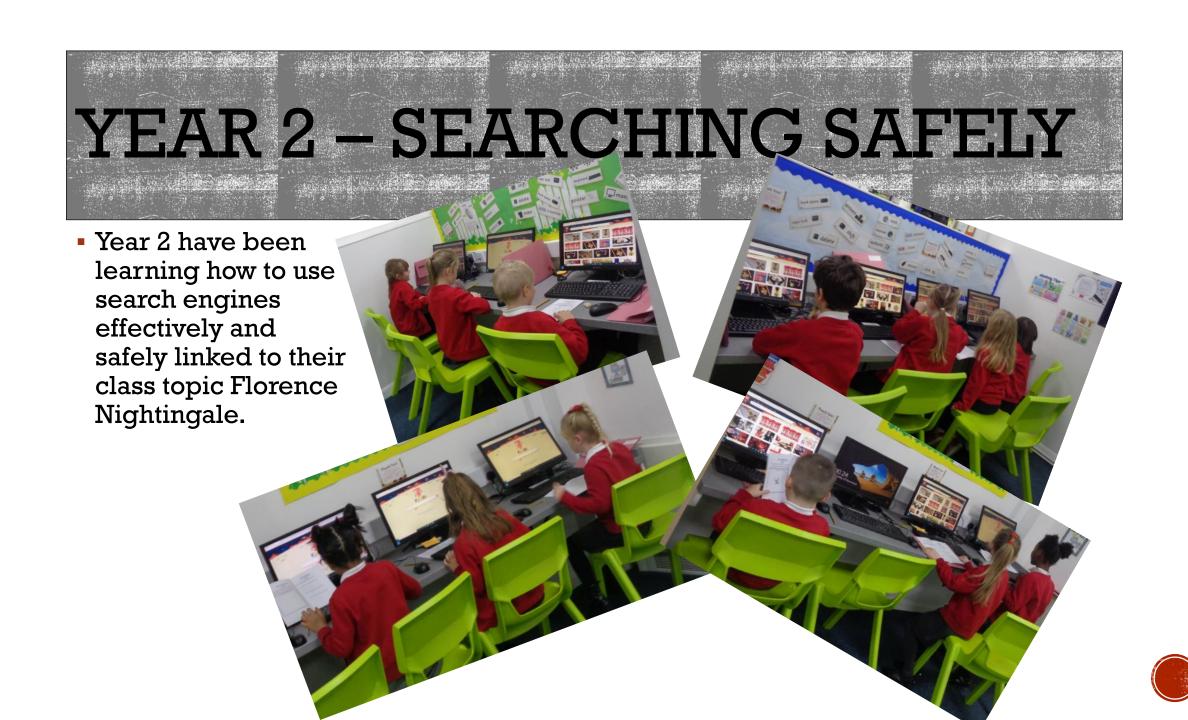
 The children have started their year off by practising using Purple Mash. Logging in and opening work. Here they have coloured in the Ginger Bread Man and added their name.



YEAR 1- GETTING TO KNOW THE KEYBOARD

• The children have been finding their way around the keyboard. Learning how to type a capital letter, how to put a space in between their words and where to find the full stop.





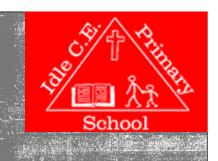


The children have explored, edit and combine sounds using 2Sequence in Purple Mash. They have edited and refined the music they have composed. The children have explored bpm (beats per minute), volume and mixing layers of digital musical instruments.

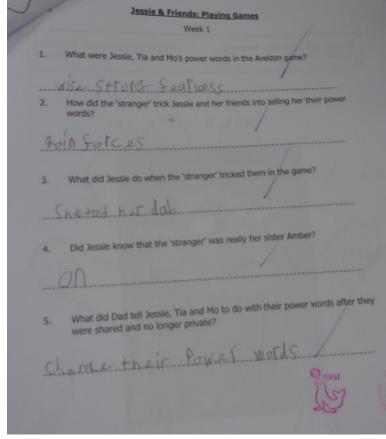
They have thought about how music can be used to express feelings and create tunes, which depict feelings. Additionally the children have upload a sound from a bank of sounds into the Sounds section and record and upload their own recorded sounds.



YEAR 3 — INTERNET SAFETY



- This term we have learnt how to keep safe online. The children have learnt how to recognise what form of "personal information" we need to keep private to protect ourselves.
- Also in our learning the children can now recognise what is acceptable/ unacceptable behaviour when using the Internet, and to be confident in identifying a trusted adult they can talk to if they are unsure about any content.



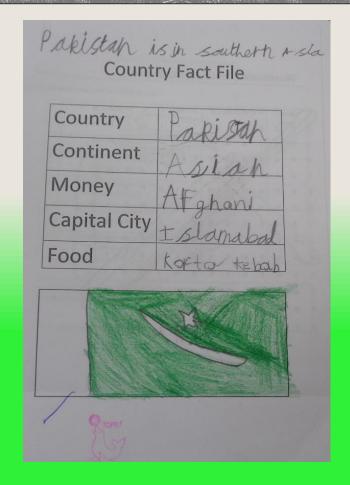
The teaching resource we use is Jessie & Friends. This portrays an animated story of how important it is not to share passwords with other people etc.





YEAR 3 – RESEARCH USING SEARCH ENGINES (**)

- This term Year 3 have completed their Passport to India work booklet. This involved researching information on two different countries of their choice.
- We departed from the UK & visited 2 countries along the way before finally arriving in India.
- The safe search engine we use is Kiddle search. This engine guarantees a safe search for children.



The children learnt how to use search technologies effectively, and appreciate how results are selected and ranked, and be discerning in evaluating the digital content.

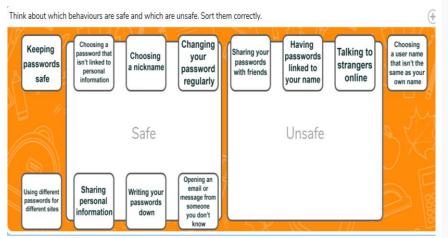




YEAR 4 — INTERNET SAFETY



- The children learnt how to use technology safely, respectfully and responsibly.
- Understand how to recognise acceptable/unacceptable behaviour & to identify a range of ways to report concerns about content and contact.





The Adventures of Kara

This website offers a range of cartoons, illustrating five e-safety SMART rules and include a real life SMART Crew of young people, who guide the cartoon characters in their quest, and help them make safe online decisions.

The resources we used was the animated story of The Adventures of Kara.

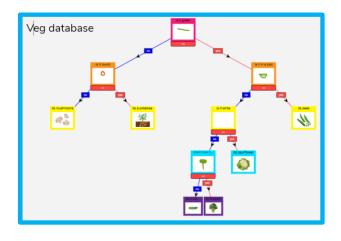
The story interprets the importance of why we shouldn't open unknown Emails.

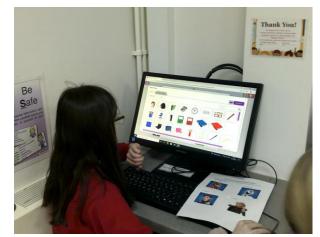
How to keep safe when using Websites, online gaming & chatting to strangers online, social network sites & not to share personal information.



YEAR 4 – BRANCHING DATABASES

Introduction into Branching Databases & the concept of using diagrams to assist in decision making, which will help children to produce a successful **Branching Database** The children used Purple Mash to create a Branching Database, this included collecting, analysing, evaluating and presenting data and information from various pre-printed work cards.







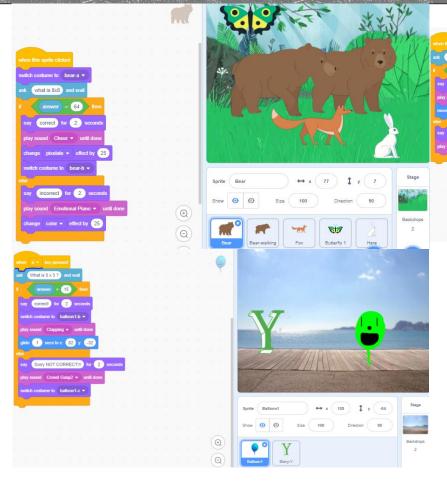




YEAR 5 – SCRATCH PROGRAMMING – QUIZZES



• In Scratch children design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. They use sequence, selection, and repetition in programs. They use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.





YEAR 5 – POWERPOINT PRESENTATIONS -ANIMATION, TRANSITION, ADDING MUSIC & HYPERLINKS

 Children have been using search engines to find facts on class topic. Deciding which websites give reliable facts. They have applied design theme and choosing different slide layouts. Children have also added hyperlink to their source website.

Queen Victoria

Queen Victoria was born on the 24th of May 1819.

She was born in Kensington Palace in London, England.

Queen Victoria married Albert of Saxe-Coburg.

Queen Victoria had 9 children called Victoria, Edward, Alice, Alfred, Helena, Louise, Arthur, Leopold and Beatrice.

Victoria became Queen on the 20th June 1837.

Queen Victoria's husband died in 1861.

They were married in February 1840.

When queen Victoria's husband died she wore black for the rest of her life.

Queen Victoria died on $22^{\rm nd}$ January 1901at the age of 81.

source: the website that I used.

Queen Victoria

- Queen Victoria was born on the 24th May 1819.
- She was born at Kensington Palace.
- · Victoria married her cousin, Prince Albert of Sax-burg.
- She married on the 10th of February 1840, at the Chapel Royale in St James's Palace.
- She became Queen when she was 18, on June 20th 1837.
- Her 9 children were, Victoria, Edward, Alfred, Helena, Louise, Leopold, Beatrice, Alice and Arthur.
- Website: Link for website

Victorian Children

Poor Victorian children's houses

- Most poor Victorian houses had one or two bedrooms.
- 50 percent of poor children died before they were 10 years old.



Rich Victorian children's houses

 Most rich Victorian houses were massive and well heated.



Queen Victoria

- Queen Victoria was born on the 24th May 1819.
- Victoria was born at Kensington Palace.
 This queen married her cousin Albert of Saxe-Coburg Gotha, he was a German
- prince.
- She married Prince Albert on 10th February 1840.
- Queen Victoria became queen at the age of 18 on June 2th 1837.
- Click the link below to find a website about her:

click to find website

Here bullet points have been used to present her information and copied an image from the internet using the snipping tool. She has also applied a frame oto the image.

She has create a hyperlink to the website from which she found her information.

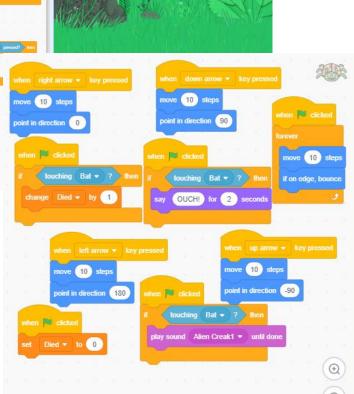


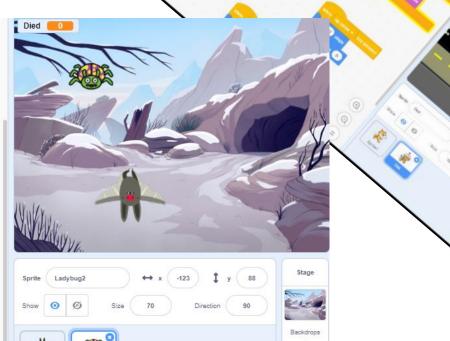




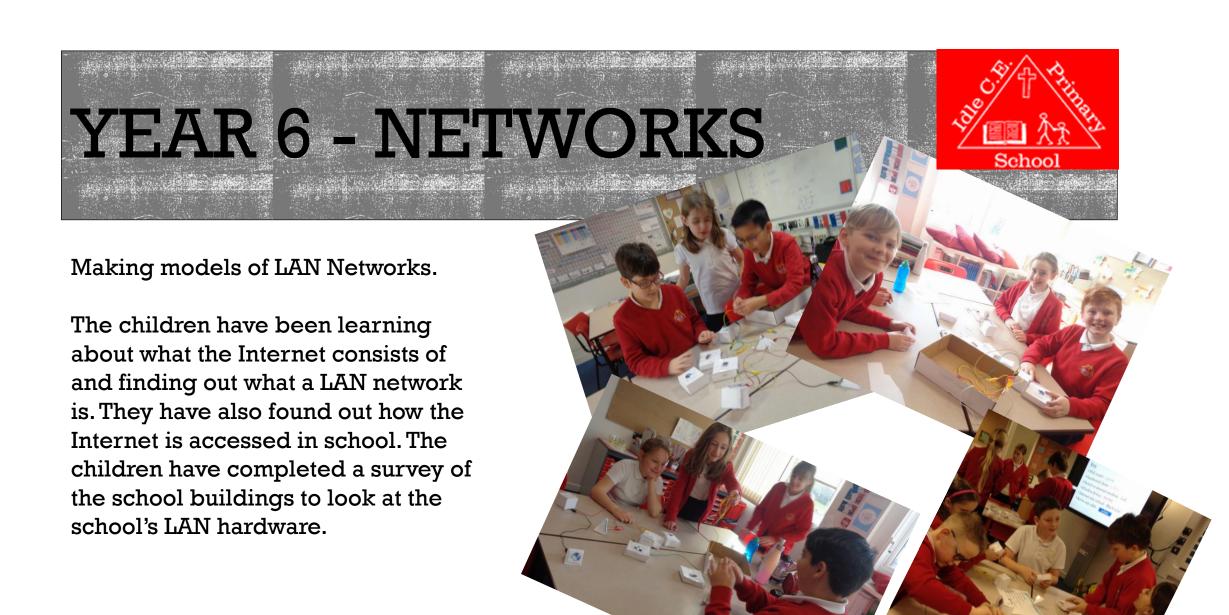


In Year 6 the children take their coding further, not only using sequence, selection, and repetition in programs, they use variables to add scores to their games.









DIGITAL LEADERS



Pupils applied to be a Digital Leaders in September, completing an application form informing us what would make them a good Digital Leader. The Digital Leaders are being trained and support to develop areas of expertise in supporting technology within our school. For example, trouble shooting in class and helping teachers and peers, checking equipment is being taken care of and replaced into storage trollies correctly. Along with a good computing knowledge and an enthusiasm for learning and sharing their knowledge with others.



