

Computing Overview

Year 1		
<u>Weather Broadcasters</u> Using greenscreen to record media	<u>E-Book Publishers</u> Using software to retell and publish a story	<u>Beebot Controllers</u> Using single instructions to control a robot
Year 2		
<u>Beebot Controllers</u> Using sequencing to guide a robot	<u>Transport Animators</u> Using stop motion animation to create moving images	<u>Game Builders</u> Using sequences of code to animate
Year 3		
<u>E-safety Detectives</u> Use and operate safely on Microsoft Teams	<u>Game Builders</u> Using conditional statements and loops to build games	<u>Leaflet Publishers</u> Using publishing software to create informative leaflets
Year 4		
<u>Quiz Masters</u> Using variables and operators to build an interactive quiz	<u>Film Producers</u> Using greenscreen to manipulate record media	<u>River Animators</u> Using timers and sequencing to create short animations
Year 5		
<u>Code Fixers</u> Using Scratch to analyse and debug existing games	<u>Leaflet Publishers</u> Using publishing software to create informative leaflets	<u>Tour Organisers</u> Using SketchUp to bring the past to life
Year 6		
<u>Game Builders</u> Using conditional statements and cloning to code		<u>Film Producers</u> Using visual and audio effects to create short films