

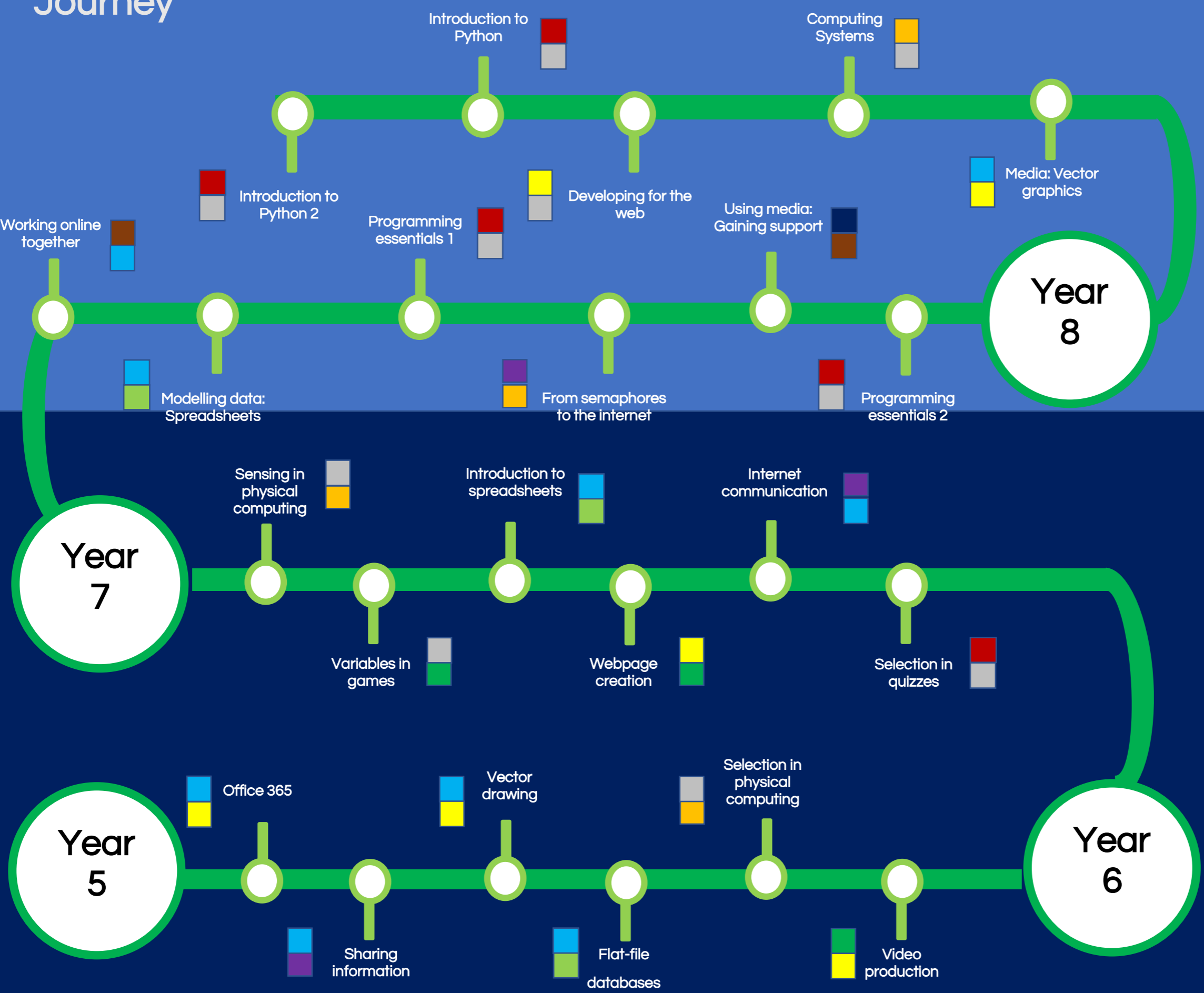


Computing Learning Journey

Curriculum

Key

- Algorithms
- Computing Systems
- Creating Media
- Data and information
- Design and development
- Effective use of tools
- Impact of Technology
- Networks
- Programming
- Safety and security





Computing Learning Journey

STEAM PROJECTS

Computing STEAM projects at Walton allow our pupils to really develop as 21st Century problem solvers as well as giving them an opportunity to experience a range of different Computer related careers. Each project is built to consolidate the skills taught during Curriculum lessons and apply them in a contextually engaging manner.

Year 5

Kodu Game projects

In this project, children are first introduced to conditions in programming using a child friendly two-step GUI.

They learn to program some popular games such as space invaders, go karting and platformers.

Skills developed: Programming, algorithms, Design and development.



Year 6

Music and sound effects in Game Design

In this project, children are introduced to the wonderful world of Video Game music.

They learn how music can create immersion and atmosphere before going on to create their own music filled Scratch games.

Skills developed: Programming, algorithms, Design and development.



Tinkercad 3D design

In this introduction to Computer Aided Design, pupils learn how 3D modelling works to create composite shapes.

From Castles to room and furniture design, the only limit is their imagination. It also allows them to rev

Skills developed: Programming, algorithms, Design and development.



From clay to magic: Stop Motion

In this project, children use their imagination and photo technology to create their own stop motion films.

Using video editing software, they combine images, sound effects and music to create an engaging story.

Skills developed: Media Creation, Design and development.



Year 8

Mobile App Development

In this project, our budding computing programmers take on the role of a real app developer. Using industry level software, they set about creating their first apps for mobile devices.

Skills developed: Programming, Design and development.