TIDBURY GREEN PRIMARY SCHOOL

Our Computing Learning Journey

From curious explorers to confident, responsible digital creators

We use Purple Mash to explore technology, solve problems and create digital work. Children build their programming, information technology and digital literacy skills year by year.

Online safety: 2BeSafe – Being Safe in a Digital World is taught throughout every year.

YEAR	AUTUMN	SPRING	SUMMER
1 Explore	**Getting started & creating** Explore Purple Mash and technology around us; create digital work and follow instructions.	**Data Explorers & Making Beats** Organise and represent information; explore rhythm and make digital beats.	**Animated Stories & Coding** Combine pictures, words and animation; create simple computer programs.
	Follow sequences, organise information and begin to create with digital tools.		
2 Develop	**Routes, internet & pictures** Explore routes and the internet; use digital tools to create pictures.	**Spreadsheets & Making Music** Organise information in spreadsheets and create digital music.	**Coding, questions & ideas** Build programs, use questions to sort information and present ideas.
	Use instructions purposefully, organise data and communicate ideas in different ways.		
3 Connect	**Purple Mash, email & devices** Develop email and touch-typing skills; explore programming with micro:bits.	**Databases & presentations** Sort information in branching databases and create presentations.	**Spreadsheets & Coding** Develop spreadsheet skills and build and improve computer programs.
	Connect digital tools with clear purposes, classify information and develop programming skills.		
4 Deepen	**Computers, search & animation** Explore hardware and software, search effectively and create animations.	**Sound Stories & Logo** Create stories using sound and program sequences of commands in Logo.	**Coding, AI & beats** Develop programs, explore artificial intelligence and compose digital beats.
	Choose tools thoughtfully, refine sequences and deepen understanding of how technology works.		
5 Create	**Quizzes, databases & maps** Create quizzes, organise and search databases, and connect ideas in concept maps.	**Spreadsheets & word processing** Work with spreadsheet data and create well-organised digital documents.	**Coding & Game Creator** Develop programs and design, test and improve digital games.
	Combine skills to organise information, solve problems and create for a clear purpose.		
6 Apply	**Networks, blogs & graphs** Explore computer networks, communicate through blogs and represent data in graphs.	**Data Detectives & Python** Investigate data and begin writing programs using the Python language.	**Spreadsheets, code & 3D** Apply spreadsheet and coding skills; design and create three-dimensional models.
	Apply skills with increasing independence, evaluate digital work and explain decisions.		

THREADS THROUGH OUR JOURNEY

Programming & problem-solving • Data & information • Digital creativity
Computer systems • Communication • Online safety

Across the journey, children revisit skills, build vocabulary and learn to use technology safely, respectfully and responsibly. They test ideas, improve their work and explain their choices.