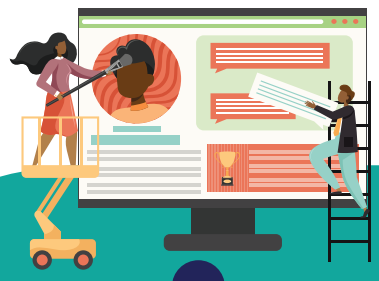
OUR COMPUTING CURRICULUM

LEARNING JOURNEY

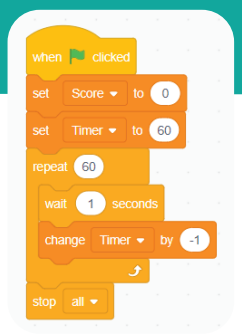


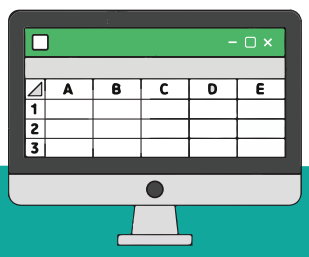
COMMUNICATION AND COLLABORATION



WEB PAGE CREATION

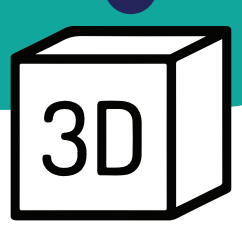
VARIABLES IN GAMES





INTRODUCTION TO SPREADSHEETS

3D MODELLING





SENSING MOVEMENT

YEAR 7

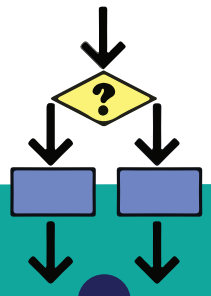
YEAR 6



SELECTION IN QUIZZES



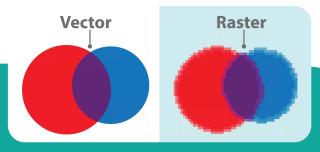
VIDEO PRODUCTION



SELECTION IN PHYSICAL COMPUTING



FLAT-FILE DATABASES



INTRODUCTION TO VECTOR GRAPHICS

SYSTEMS AND SEARCHING



YEAR 5



THE INTERNET



AUDIO PRODUCTION

REPETITION IN SHAPES





DATA LOGGING

PHOTO EDITING





REPETITION IN GAMES

YEAR 4