



Computing



National Centre
for **Computing**
Education





Computing



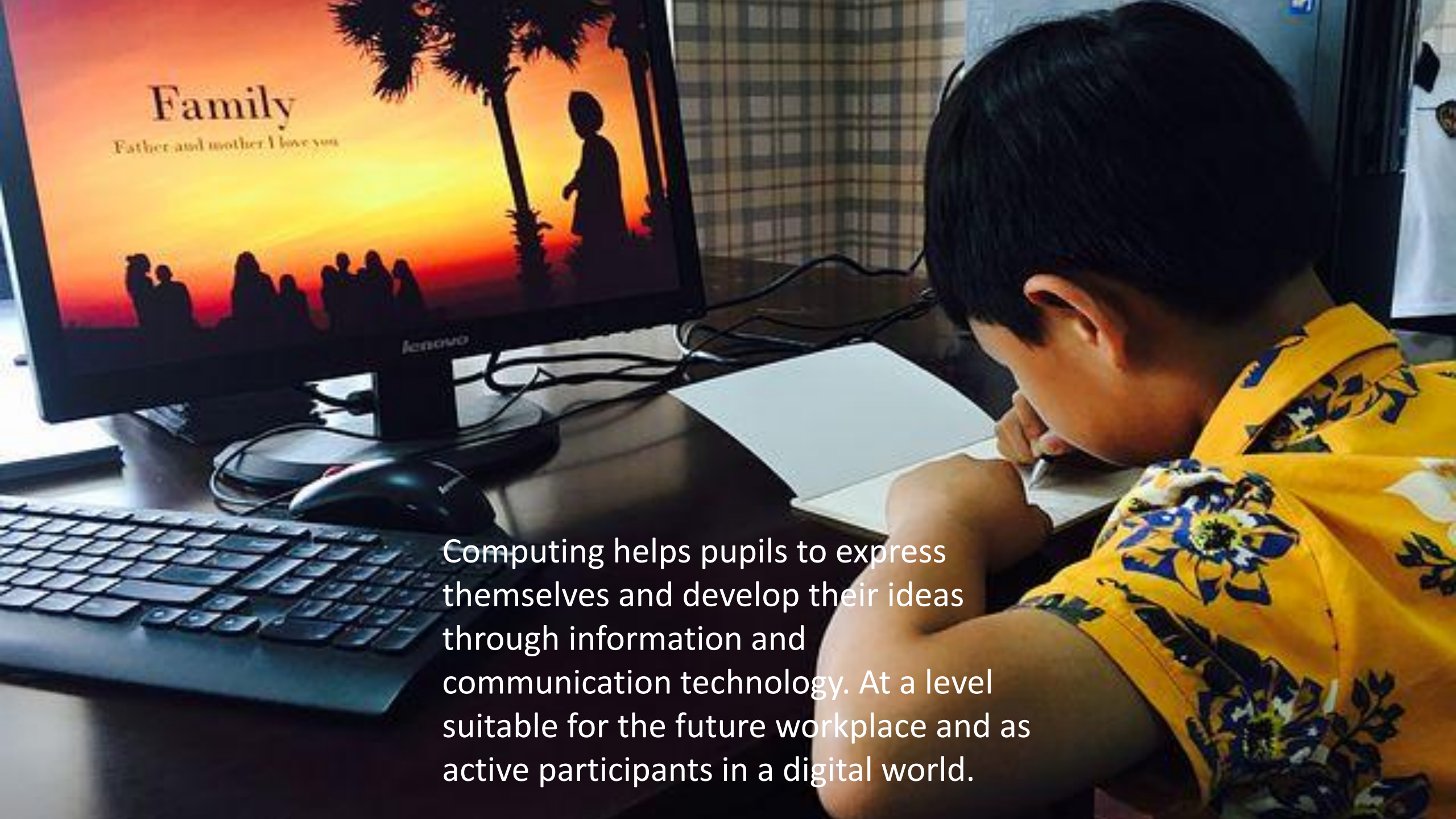
National Centre
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Aims



Through computing, pupils are more able to actively participate in a rapidly changing technological world.



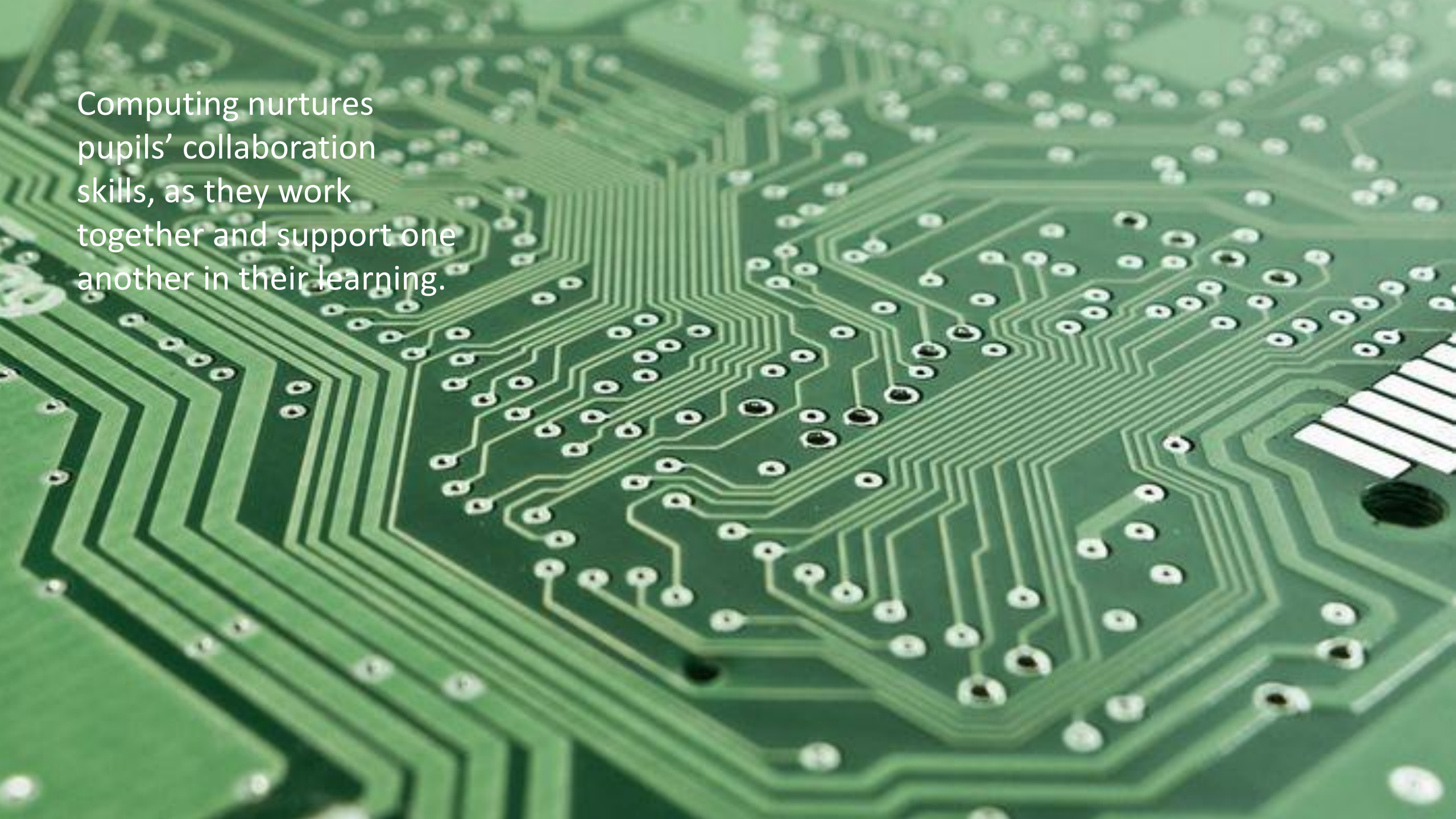


Computing helps pupils to express themselves and develop their ideas through information and communication technology. At a level suitable for the future workplace and as active participants in a digital world.

Computing teaches pupils how to stay safe online, and where to go for help and support.



[illegible]



Computing nurtures
pupils' collaboration
skills, as they work
together and support one
another in their learning.



Computing





Computing

Evidence



Creating sci-fi comic strips
using Book Creator.



Computing

Evidence

Visiting the Apple Store in Liverpool to enjoy coding and programming activities.





Computing



Y5 pupils teaching Y3 pupils
about how to stay safe
online.

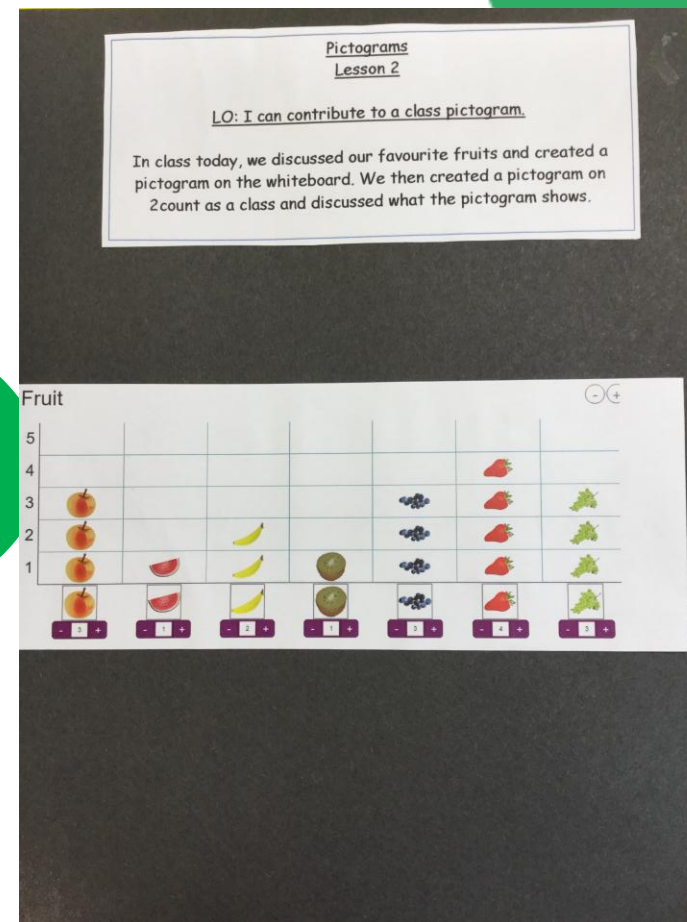


Computing

Evidence



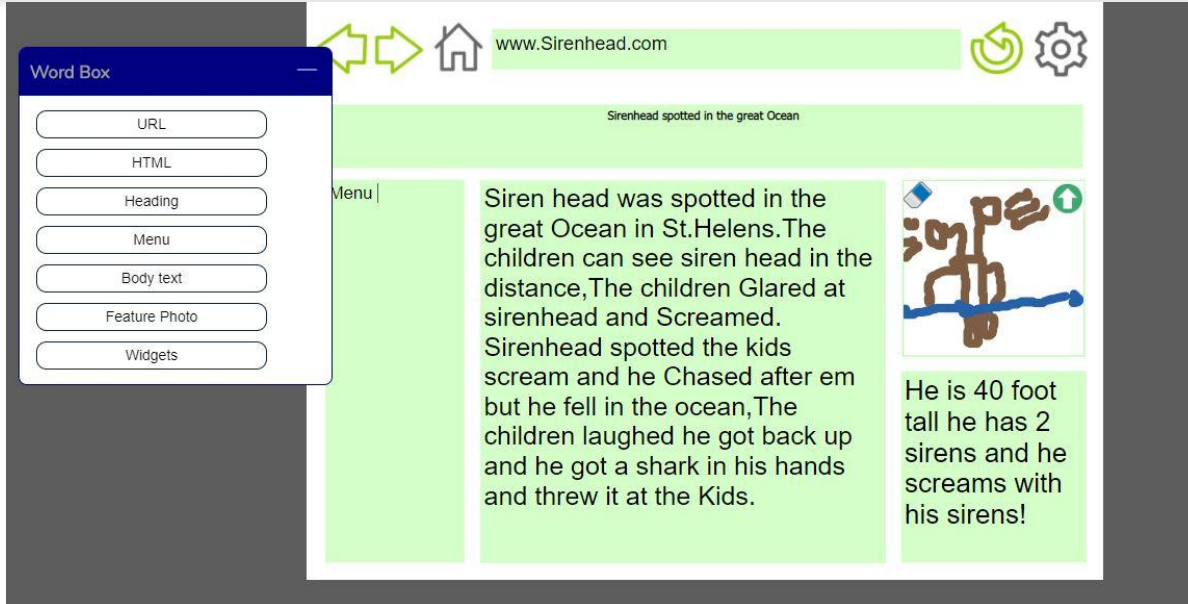
Sorting and grouping and
creating graphs in Y1.





Computing

Evidence

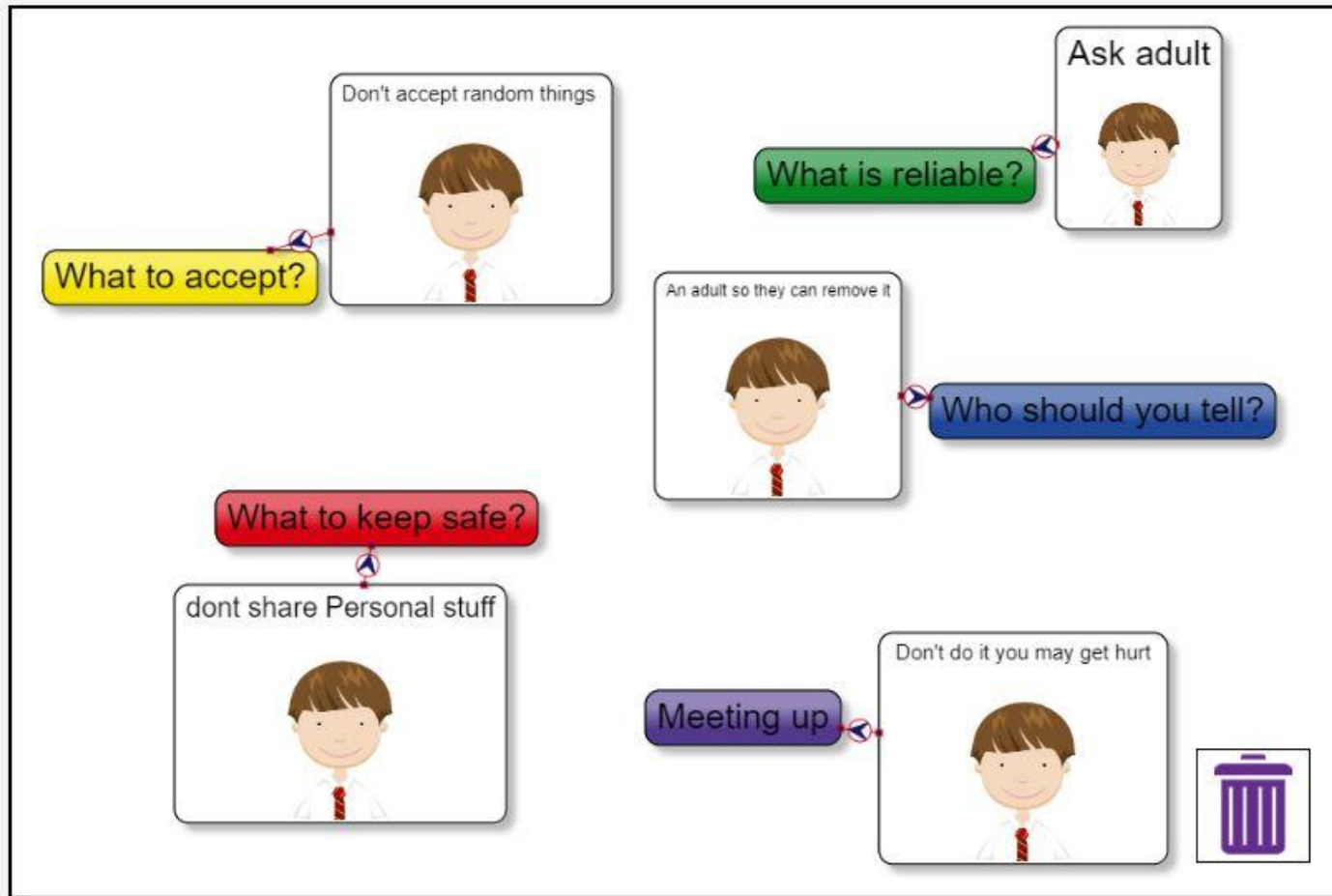


Website design in Y3 and coding in Y3/4.





Computing

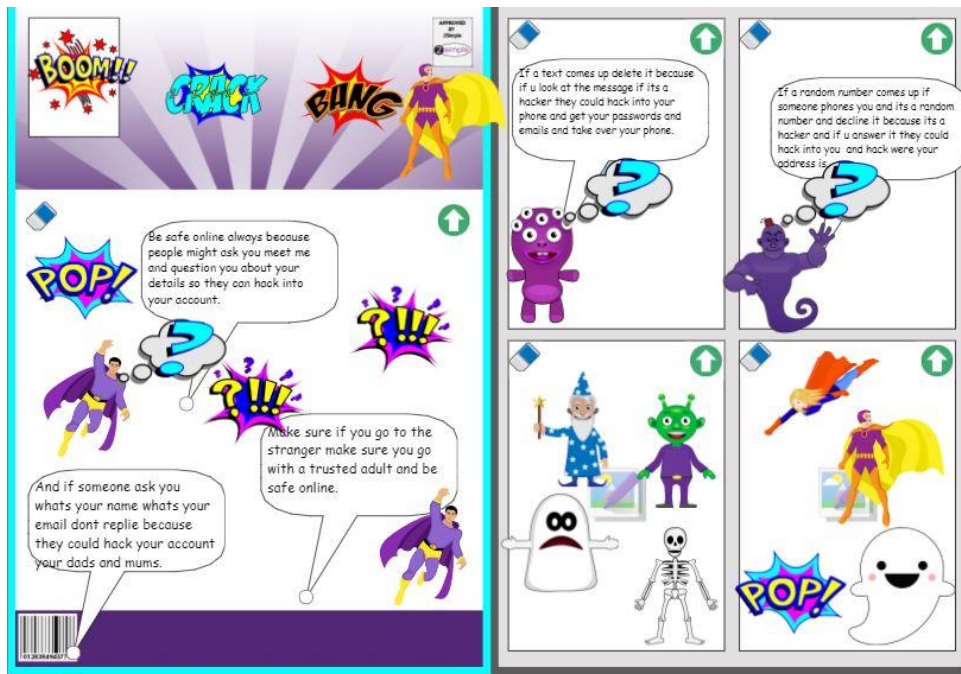


Online safety in Y5.



Computing

Evidence



Online safety comic books
in Y6.



Computing

The screenshot shows a spreadsheet application with a grid of cells. The columns are labeled A through S, and the rows are numbered 1 through 19. The grid contains various data, including numbers, text, and formulas. A green speech bubble is overlaid on the right side of the grid, containing the text "Spreadsheets in Y6." The spreadsheet interface includes a formula bar at the top, a toolbar with various icons, and a color palette on the right side.

Spreadsheets in Y6.



Computing

Challenge: Make your own computer program using 2code

Output
Print print to screen sound alert

Input
get input prompt for input

Control
timer if if/else repeat
repeat until restart launch

Events
when key when clicked
when swiped collision detection

Create and change variables
create variable change variable

Objects
background walls mySprite1

My Code +

```
timer every 2 seconds
mySprite1 up
timer after 0.5 seconds
mySprite1 image set to
mySprite1 down
timer after 0.5 seconds
mySprite1 image set to
mySprite1 right
mySprite1 image set to
mySprite1 left
```

See Code

Coding in Y5 and Y6.

Evidence

Challenge: The instructions to the knights have been mixed up. Can you fix it?



```
knight right
knight2 left
timer every 1 seconds
if knight x greater 15 Then
  knight2 left
if knight x less 5 Then
  knight right
if knight2 x greater 15 Then
```

INFO: Creating if for when variable knight2 is greater than 15
INFO: Creating IF for when variable knight2 is greater than 5
INFO: Move knight2 right