Learner Journey: Computing

Digital World Confidence | **Employability** | **E-Safety Knowledge** | **Digital Literacy** | **Study Computing / IT at College**

Beyond Dawn House School

Personal Development Opportunities:

Employability	E-Safety	Collaboration	Communication Opportunities	Cross-Curricular Skills

Entry Level | **AIM Awards** | **Functional Skills**

Qualifications:

The Computing Journey at Dawn House School...

KS5
D13-D16

Topics: Digital Security, Website Design, Productivity Software, Content Creation, Data Handling, eCommerce

- Developing proficiency in one or more text-based programming languages.
- Gaining a deeper understanding of how computer systems operate.
- Exploring how networks operate.
- Understanding how data is structured, stored, and manipulated.
- Exploring cybersecurity principles.
- Using computing creatively to produce a range of media Understanding probability concepts.
- Discussing the ethical, legal, and environmental impacts of digital technology.
- Developing skills to work both collaboratively and independently on computing projects.
- Critically evaluating the effectiveness of digital products.

KS4
D11 - D13

Topics: Website Design, Productivity Software, Data Handling, Staying Safe in a Digital World, eCommerce

- Developing more advanced programming skills using various languages.
- Applying computational thinking to solve problems.
- Understanding and using variables in programs.
- Gaining deeper knowledge about how the internet works.
- Developing a strong understanding of responsible use of technology.
- Using technology to collaborate in real time.
- Collecting, analyzing, and representing data.
- Creating more sophisticated multimedia projects.
- Using software to simulate real-world processes.
- Learning the basics of cybersecurity practices.
- Exploring how computers and other devices are built and function.
- Critically evaluating the role of technology in society.

KS3
D9 - D11

Topics: Coding, Digital Creativity, e-Safety, Data Handling, Digital Literacy, Innovative Technologies

- Writing simple programs using visual programming tools.
- Predicting and debugging simple programs.
- Developing proficiency in using a keyboard.
- Gaining an awareness of online safety.
- Basic understanding of what networks are.
- Creating and editing variety of digital content.
- Understanding and interacting with simulations.
- Understand how data can be collected, analysed, and presented.
- Working collaboratively using shared digital tools.
- Learning techniques for searching for information online.
- Evaluating digital content critically.
- Learning the differences between hardware and software.
- Using technology to help learning across other subjects.

KS1/2
D1 - D9

Topics: Coding, Digital Creativity, e-Safety, Data Handling, Digital Literacy, Innovative Technologies

- Recognising and interacting with various devices.
- Developing the ability to use a mouse and touch screen effectively.
- Navigating simple software environments.
- Use simple programs to create content.
- Introduction to simple programming concepts using age-appropriate tools.
- Identifying common technology terms and devices.
- Learning the basics of using technology safely.
- Exploring selected educational content on the Internet.
- Utilising educational apps or games that reinforce learning.
- Participating in technology-based activities with peers.
- Communicating simple ideas through digital means.
- Understanding basic patterns and logic.
- Exploration about how technology works and its role.

Dawn House — A Speech and Language UK school

Speech and Language UK — Changing young lives.

SEN SPECIALIST SCHOOLS

"Working towards successful futures"

NASS