The journey of the YOUNG ENGINEER at Hollybush

NURSERY

- How do everyday things work?
- How can we make things move and follow instructions?
- How can we create and share our ideas using technology?

RECEPTION

- How does technology help us in everyday life?
  How can we be artists with a computer?
- How do we give instructions to a robot?
  How can we sort information to help us understand it?
- What can we create with digital writing?
  How do we make a computer character move and react?

YEAR 1

- How do people use information technology to help them work and play?
  How can we capture and change a moment using technology?
- How do we program a robot to follow our plan?
  How can we turn data into pictures to help us learn?
- How can we use computers to create our own music?
  How can we design a quiz that a computer can ask and answer?

YEAR 2

- How do computers work together to share information?
  How can we tell a story using stop-motion animation?
- How can we make music with code?
  How can we sort and search information using yes/no questions?
- How can we design a poster that's clear and eye-catching?
  How do we make a game respond to what players do?

YEAR 3

- What is the internet and how does it connect us all?
  How can we create a podcast using digital sound?
- How can we use loops to draw shapes with code?
  How can we use technology to collect and learn from data?
- How can we improve and change images responsibly?
  How do loops make our games more fun and efficient?

YEAR 4

- How do computer systems help us find and share information?
  How can we plan, shoot, and edit a great video?
- How do we use sensors to control real-world devices?
  How can we organise and search information effectively?
- How can we create digital art using shapes and layers?
  How can we create a quiz that reacts to the answers we give?

YEAR 5

- How has communication changed in the digital world?
  How can we build a website to share what we've learned?
- How do variables make games more dynamic and fun?
  How can spreadsheets help us solve real-life problems?
- How can we bring our design ideas to life in 3D?
  How can a computer use sensors to make smart decisions?

YEAR 6

Year 6 & Beyond