



Visits, Visitors and Experience Grid for Computing

	Trips	Impact
Reception	Forest School Animation Day	These trips in reception are used to really expose the children to the world around them, focusing on how technology is used within it. Children have experiences with using technology in a range of environments.
Year 1	Legoland Animation Day	The children enjoy a workshop which focuses on logical thinking to design their own moving object out of Lego, working using simple algorithms to help them create a final ride of their own. During animation day, children create their own animation using Pivot to show movement of their character.
Year 2	Legoland Animation Day	The children enjoy a workshop which focuses on logical thinking to design their own moving object out of Lego, working using simple algorithms to help them create a final ride of their own. They also work to debug other designs to support their understanding of coding and logical thinking. During animation day, children create their own animation using Pivot to show movement of their character and tell a simple story.
Year 3	Animation Day VR workshop	During animation day, children create their own stop motion animations. Link to Ancient Egyptian topic so the children could 'visit' the pyramids in virtual reality.

Year 4	Animation Day	During animation day, children create their own stop motion animations.
	VR workshop	Link to Rainforests topic so the children could 'visit' the rainforest in virtual reality.
Year 5	Animation Day	During animation day, children create their own stop motion animations and focus on editing clips together to create a short film.
	VR workshop	Link to Ancient Egyptian topic so the children could 'visit' the pyramids in virtual reality.
Year 6	Chessington World of Adventures	During their visit, Year 6 are shown around the park and identify the different aspects of theme park operation that rely on ICT. They also will be given an opportunity to create a basic flowchart which shows how a ride program works.
	Animation Day	During animation day, children create their own stop motion animations and focus on editing clips together to create a short film.
	VR workshop	Link to evolution and adaptation topic.

