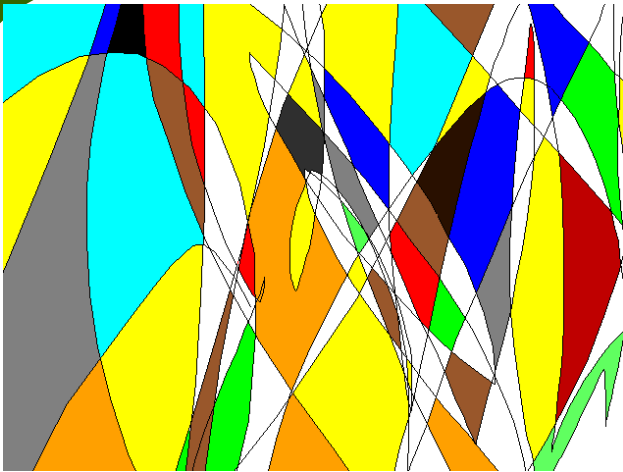
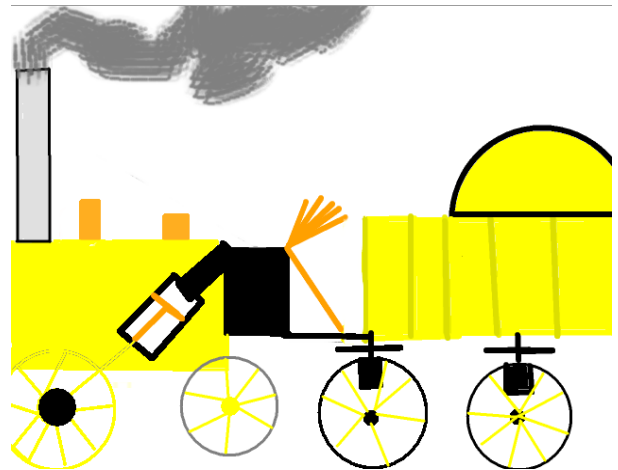


Clever Computing



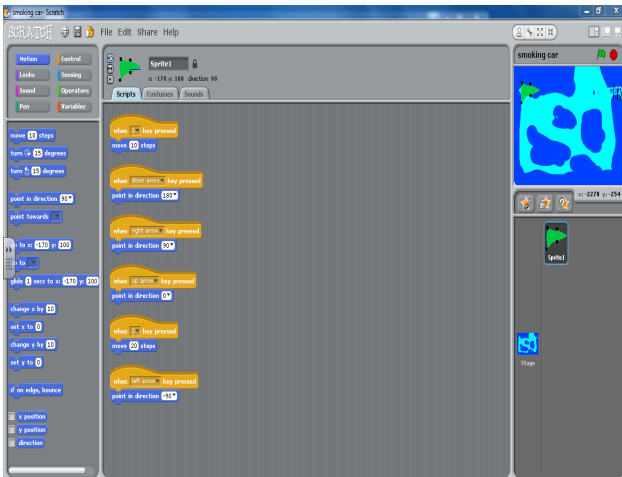
Year 1

Using Dazzle to create work in the style of Jackson Pollock.



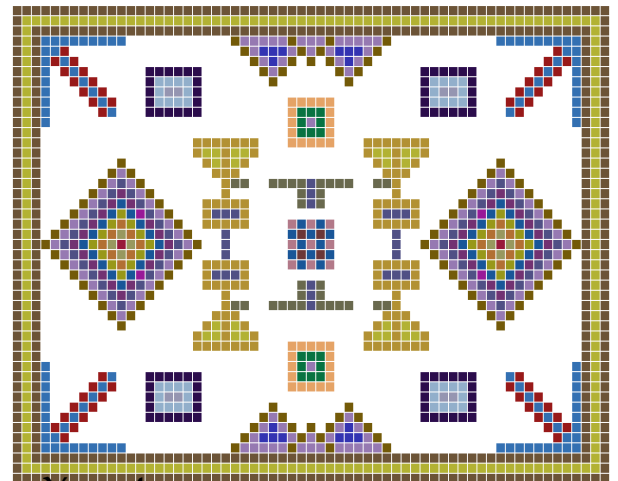
Year 2

Using Dazzle to create pictures. Including Stephenson's Rocket.



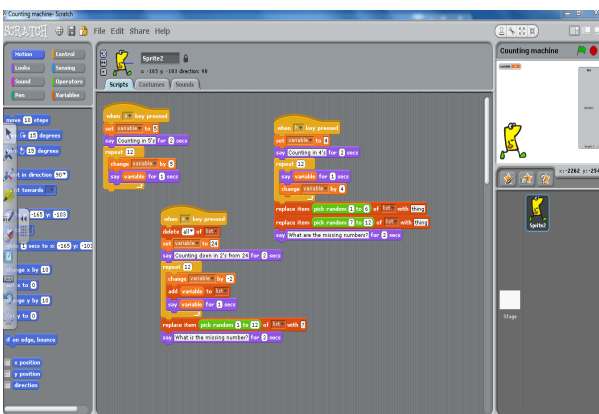
Year 3

Using Scratch to program a car to move around a track.



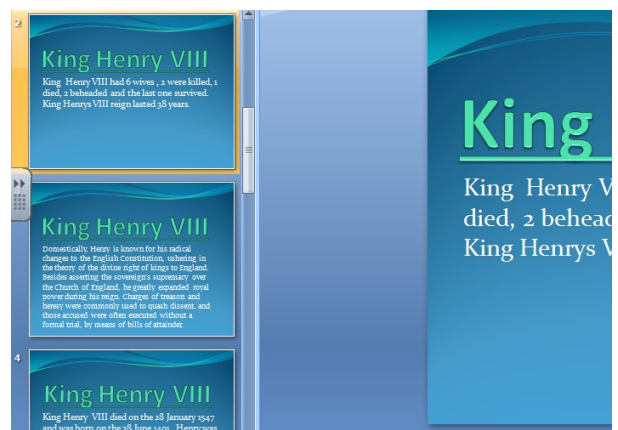
Year 4

Using Dazzle to create Roman mosaics.



Year 5

Using Scratch to create a counting machine for younger children.



Year 6

Using Powerpoint to create presentations linked to topic.