

# COMPUTING CURRICULUM MAP



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Technology in the classroom 23. We can record soundtracks 18. We are shape makers	Technology in the classroom 23. We can record soundtracks 18. We are shape makers	2. We can take turns 13. We are digital readers 11. We can understand messages	2. We can take turns 13. We are digital readers 11. We can understand messages	5. We can drive 16. We can count 17. We are designers	5. We can drive 16. We can count 17. We are designers
Reception	1. We have confidence 6. We are DJ's	4. We have feelings 19. We are community members.	12. We are talkers 16. We can count	8. We are healthy	22. We are creative	7. We can exercise 3. We are successful
	<b>Computing systems and networks</b>	<b>Creating media</b>	<b>Programming A</b>	<b>Data and information</b>	<b>Creating Media</b>	<b>Programming B</b>
Year 1	<b>Technology around us</b> Recognising technology in school and using it responsibly	<b>Digital painting</b> Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<b>Moving a robot</b> Writing short algorithms and programs for floor robots, and predicting program outcomes	<b>Grouping data</b> Exploring object labels, then using them to sort and group objects by properties <b>(STEM Project)</b>	<b>Digital writing</b> Using a computer to create and format text, before comparing to writing non-digitally.	<b>Programming animations</b> Designing and programming the movement of a character on screen to tell stories
Year 2	<b>IT around us</b> Identifying IT and how its responsible use improves our world in school and beyond.	<b>Digital Photography</b> Capturing and changing digital photographs for different purposes	<b>Robot Algorithms</b> Creating and debugging programs, and using logical reasoning to make predictions	<b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.	<b>Digital Music</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. <b>(STEM Project)</b>	<b>Programming Quizzes</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	<b>Connecting computers</b> Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	<b>Stop-frame animation</b> Capturing and editing digital still images to produce a stop-frame animation that tells a story.	<b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music. <b>(STEM Project)</b>	<b>Branching databases</b> Building and using branching databases to group objects using yes/no questions.	<b>Desktop publishing</b> Creating documents by modifying text, images, and page layouts for a specified purpose	<b>Events in programs</b> Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	<b>The Internet</b> Recognising the internet as a network of networks, including the WWW, and why we should evaluate online content		<b>Repetition in Shapes</b> Using a text-based programming language to explore count-controlled loops when drawing shapes	<b>Data Logging</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation	<b>Photo Editing</b> Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	<b>Repetition in games:</b> Using a block-based programming language to explore count-controlled and infinite loops when creating a game
Year 5	<b>Systems and searching</b> Recognising IT systems in the world and how some can enable searching on the internet.	<b>Video production</b> Planning, capturing, and editing video to produce a short film.	<b>Selection in physical computing</b> Exploring conditions and selection using a programmable microcontroller.	<b>Flat file databases</b> Using a database to order data and create charts to answer questions.	<b>Introduction to Vector graphics</b> Creating images in a drawing program by using layers and groups of objects <b>(STEM Project)</b>	<b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz.
Year 6	<b>Communication and Collaboration:</b> Exploring how data is transferred by working collaboratively online.	<b>Web Page Creation</b> Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation.	<b>Variables in Games</b> Exploring variables when designing and coding a game.	<b>Introduction to Spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.	<b>3D Modelling</b> Planning, developing, and evaluating 3D computer models of physical objects.	<b>Sensing Movement</b> Designing and coding a project that captures inputs from a physical device. <b>(STEM Project)</b>