Computing Curriculum Map

EYFS

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	**Technology all around us**	**Technology all around us**	**Where can the Beebot go?**	**Digital painting**	**Programme and move**	**IT to communicate**
	Recognising technology at school and home and using it responsibly.	Recognising technology at school and home and choosing appropriate IT for chosen task.	Continue to use IT. Using simple instructions to programme Beebots.	Continue to use IT. Choosing appropriate tools in a program to create art.	Continue to use IT. Using simple instructions to programme a remote-control car.	Continue to use IT. Respond to Flipgrid using good communication skills.

Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	**Technology Around Us**	**Digital Painting**	**Moving a robot**	**Grouping data**	**Digital writing**	**Programming animations**
	Technology around us Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Writing short algorithms and programs for floor robots and predicting program outcomes.	Exploring object labels, then using them to sort and group objects by properties	Using a computer to create and format text, before comparing to writing non-digitally	Designing and programming the movement of a character on screen to tell stories.

Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	**Information technology around us**	**Digital photography**	**Robot algorithms**	**Pictograms**	**Making music**	**Programming quizzes**
	Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes.	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.

Year 3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History	**Connecting computers**	**Stop-frame animation**	**Sequencing sounds**	**Branching databases**	**Desktop publishing**	**Events and actions in programs**
	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Capturing and editing digital still images to produce a stop-frame animation that tells a story	Creating sequences in a block-based programming language to make music.	Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Writing algorithms and programs that use a range of events to trigger sequences of actions.

Year 4

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History	**The internet**	**Audio editing**	**Repetition in shapes**	**Data logging**	**Photo editing**	**Repetition in games**
	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.

Year 5

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History	**Sharing information**	**Video editing**	**Selection in physical computing**	**Flat-file databases**	**Vector drawing**	**Selection in quizzes**
	Identifying and exploring how information is shared between digital systems.	Planning, capturing, and editing video to produce a short film	Exploring conditions and selection using a programmable microcontroller.	Flat-file databases Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.

Year 6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
History	**Internet communication**	**Webpage creation**	**Variables in games**	**Introduction to spreadsheets**	**3D modelling**	**Sensing**
	Recognising how the WWW can be used to communicate and be searched to find information	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Exploring variables when designing and coding a game	Answering questions by using spreadsheets to organise and calculate data.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and coding a project that captures inputs from a physical device.