

Computing Curriculum Map

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|---------------|---|--|--|--|---|---|
| Year 1/2 A | <p>Technology around us</p> <p>Using technology responsibly</p> <p>Computing systems and networks</p> | <p>Digital Painting</p> <p>To paint a digital picture</p> <p>Creating Media</p> | <p>Moving a Robot</p> <p>Planning a simple program</p> <p>Programming</p> | <p>Grouping Data</p> <p>Counting and comparing objects</p> <p>Data and Information</p> | <p>Digital Writing</p> <p>Creating and editing text</p> <p>Creating Media</p> | <p>Introduction to Animation</p> <p>Using algorithms to create a program</p> <p>Programming</p> |
| Year 1/2 B | <p>IT around us</p> <p>Identifying and using information technology</p> <p>Computer systems and networks</p> | <p>Digital Photography</p> <p>Creating and editing images.</p> <p>Creating Media</p> | <p>Robot Algorithms</p> <p>Design and debug algorithms</p> <p>Programming</p> | <p>Pictograms</p> <p>Create and present a digital pictogram</p> <p>Data and Information</p> | <p>Making Music</p> <p>Create music digitally.</p> <p>Creating Media</p> | <p>An introduction to quizzes</p> <p>Create and change a program</p> <p>Programming</p> |
| Year 3/4 A | <p>Connecting Computers</p> <p>Exploring the role of digital devices</p> <p>Computer systems and networks</p> | <p>Animation</p> <p>Plan, create and edit an animation</p> <p>Creating Media</p> | <p>Sequencing music</p> <p>Creating a project from a task description</p> <p>Programming</p> | <p>Branching Databases</p> <p>Creating and identifying branching databases</p> <p>Data and Information</p> | <p>Desktop Publishing</p> <p>Use and benefits of desktop publishing</p> <p>Creating Media</p> | <p>Events and Actions</p> <p>Design and create a maze-based challenge</p> <p>Programming</p> |
| Year 3/4 B | <p>The Internet</p> <p>Describe,</p> | <p>Audio Editing</p> <p>Record and edit</p> | <p>Repetition in Shapes</p> | <p>Data logging</p> | <p>Photo Editing</p> <p>Digitally change</p> | <p>Repetition in Games</p> |

Computing Curriculum Map

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|------------|---|--|--|---|---|---|
| | <p>recognise and evaluate content on the web</p> <p>Computer Systems and Networks</p> | <p>sound files.</p> <p>Creating Media</p> | <p>Create a program using count-controlled loops</p> <p>Programming</p> | <p>Collect, use and identify data</p> <p>Data and Information</p> | <p>images</p> <p>Recognise not all images are real</p> <p>Creating Media</p> | <p>Design and create a project that includes repetition</p> <p>Programming</p> |
| Year 5/6 A | <p>Sharing Information</p> <p>Evaluate ways of sharing information and working together online</p> <p>Computer Systems and Networks</p> | <p>Video editing</p> <p>Record and consider the impact of editing choices.</p> <p>Creating Media</p> | <p>Selection in Physical Computing</p> <p>Create a project that controls a physical computing project</p> <p>Programming</p> | <p>Flat File Databases</p> <p>Outline and explain how computers compare data and how it applies to the real world</p> <p>Data and Information</p> | <p>Vector Drawing</p> <p>Create a vector drawing, group objects and recognise layers.</p> <p>Creating Media</p> | <p>Selection in Quizzes</p> <p>Design and evaluate a program that uses selection</p> <p>Programming</p> |
| Year 5/6 B | <p>Communication</p> <p>Search engine results, ranking and use</p> <p>Computer Systems and Networks</p> | <p>Web Page Creation</p> <p>Plan, preview pages and outline navigation paths</p> <p>Creating Media</p> | <p>Variables in Games</p> <p>Design and evaluate a game with variables</p> <p>Programming</p> | <p>Spreadsheets</p> <p>Create a spreadsheet to plan an event using formulas for data</p> <p>Data and Information</p> | <p>Sensing</p> <p>Use selection in programming a controllable device</p> <p>Programming</p> | <p>Publishing</p> <p>Design, develop and improve a document</p> <p>Creating Media</p> |