

Computing Curriculum Map

Year	Autumn		Spring		Summer	
*Reception	Technology in the classroom Exploring technology used in the class, using it to record images or videos		Technology around us Exploring & investigating technology use in our daily lives, understanding how to use them safely.		Digital printing Choosing images and printing for a purpose.	
	Computing systems and networks	Data and information	Programming A	Programming B	Creating Media	Creating Media
Year 1	Technology around us Recognising technology in school and using it responsibly	Grouping data Exploring object labels, then using them to sort and group objects by properties	Moving a robot Writing short algorithms and programs for floor robots, and predicting program outcomes	Programming animations Designing and programming the movement of a character on screen to tell stories	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Digital painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.
Year 2	IT around us Identifying IT and how its responsible use improves our world in school and beyond.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Robot Algorithms Creating and debugging programs, and using logical reasoning to make predictions	Programming Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Digital Photography Capturing and changing digital photographs for different purposes and understanding fake images.	Digital Music Using a computer to compose digital music. Comparing this to non-digital music.
Year 3	Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story using music and text.	Sequencing sounds Program a sequence using Scratch, creating a flute representation.	Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose	Events and Actions Writing algorithms and programs that use a range of events to trigger sequences of actions.	Branching databases Building and using branching databases to group objects using yes/no questions.
Year 4	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	AI Introduction to AI and exploring the impact on everyday life.	Data Logging (Sound) Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes	Photo Editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game
Year 5	Systems and Searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable microcontroller.	Flat file databases Using a database to order data and create charts to answer questions.	Vector Drawing Creating images in a drawing program by using layers and groups of objects	Selection in Quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and Collaboration Exploring how data is transferred by working collaboratively online. Discussing responsible online behaviour.	Web Page Creation Designing and creating web pages, giving consideration to copyright, aesthetics, and navigation.	Variables in Games Exploring variables when designing and coding a game	3D Modelling Planning, developing, and evaluating 3D computer models of physical objects.	Sensing - Micro Bit Designing and coding a project that captures inputs from a physical device.	Introduction to Spreadsheets Answering questions by using spreadsheets to organise and calculate data.