



## Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	Computing Systems and Networks – Technology around us (Paintz.app)	Creating Media – Digital painting (Microsoft Paint, Paint on Web (Web Paint))	Programming A – Moving a robot (Bee-Bots)	Data and Information – Grouping Data (Microsoft PowerPoint or Google Slides)	Creating Media – Digital writing (Microsoft Word or Google Docs)	Programming B – Programming animations (ScratchJr)
<b>Year 2</b>	Computing Systems and Networks – IT around us (Microsoft PowerPoint)	Creating Media – Digital photography (Camera – Tablets)	Programming A – Robot algorithms (Bee-Bots)	Programming B – Programming quizzes (ScratchJr)	Creating media – Digital media (Chrome music Lab)	Data and Information – Pictograms (J2E Data)
<b>Year 3</b>	Computing Systems and Networks – Connecting computers (Microsoft Paint, Paint on Web (Web Paint))	Creating Media – Stop-frame animation (Stop Motion Studio)	Programming A – Sequencing sounds (Scratch)	Data and Information – Branching databases (j2data Branch and Pictogram)	Creating Media – Desktop publishing (Adobe Spark/Canva)	Programming B – Events and actions in programs (Scratch)
<b>Year 4</b>	Computing Systems and Networks – The Internet	Creating Media – Audio production (Audacity)	Programming A – Repetition in shapes (FMS Logo/Turtle Academy/Playground)	Data and Information – Data logging (Google Science Journal)	Creating Media – Photo editing (paint.net)	Programming B – Repetition in games (Scratch)
<b>Year 5</b>	Computing Systems and Networks – Systems and searching (Google Slides)	Creating Media – Video production (iMovie)	Programming A – Selection in physical computing (Crumble Controllers)	Data and Information – Flat- file databases (J2E Database)	Creating Media – Introduction to Vector Graphics (Google Drawings or Microsoft PowerPoint)	Programming B – Selection in quizzes (Scratch)
<b>Year 6</b>	Computing Systems and Networks – Communication and Collaboration (Google Slides)	Creating Media – Webpage creation (Google Sites)	Programming A – Variables in games (Scratch)	Data and Information – Introduction to spreadsheets (Google Sheets or Microsoft Excel)	Creating Media – 3D modelling (Tinkercad)	Programming B – Sensing movement (Microsoft MakeCode)
<b>Online Safety (whole school)</b>	<b>Privacy and Security</b>	<b>Copyright and Ownership</b>	<b>Online Bullying Safer Internet Day</b>	<b>Online Relationships Managing Information Online</b>	<b>Self-Image and Identity</b>	<b>Health, Well-being and Lifestyle Online Reputation</b>