



## Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	1.1 Technology around us (paintz.app or Microsoft Paint)	1.2 Digital painting (Microsoft Paint-search paint in search)	1.3 Moving a Robot (Bee-Bots)	1.4 Grouping data (Microsoft PowerPoint)	1.5 Digital writing (Microsoft Word)	1.6 Programming animations (ScratchJr)
<b>Year 2</b>	2.1 Information technology around us (Microsoft PowerPoint)	2.2 Digital photography (Camera on tablets)	2.3 Robot algorithms (Bee-Bots)	2.4 Programming quizzes (ScratchJr)	2.5 Making music (Chrome music Lab)	2.6 Pictograms (j2data pictograms)
<b>Year 3</b>	3.1 Connecting computers (Microsoft Paint-search paint in search)	3.2 Stop-frame animation (Stop Motion Studio App- tablets)	3.3 Sequencing sound (Scratch)	3.4 Branching databases (j2data Branch and Pictogram)	3.5 Desktop publishing (Adobe spark)	3.6 Events and actions in programs (Scratch)
<b>Year 4</b>	4.1 The internet	4.2 Audio editing (Audacity)	4.3 Repetition in shape (FMSLogo or turtleacademy/playground)	4.4 Data logging (Google science journal app on tablets)	4.5 Photo editing (paint.net)	4.6 Repetition in games (Scratch)
<b>Year 5</b>	5.1 Sharing information (Google slides)	5.2 Video editing (Microsoft photos-tablets)	5.3 Selection in physical computing (Crumble controller and starter kit)	5.4 Flat- file databases (j2data Database)	5.5 Vector drawing (Google drawings)	5.6 Selection in quizzes (Scratch)
<b>Year 6</b>	6.1 Internet communication	6.2 Webpage creation (Google sites)	6.3 Variables in games (Scratch)	6.4 Introduction to spreadsheets (Microsoft Excel)	6.5 3D modelling (Tinkercad through website)	6.6 Sensing (Microsoft Makecode accessed through website)
<b>Online Safety themes- whole school</b>	Privacy and Security  Copyright and Ownership	Online Bullying	Online Relationships  Safer Internet Day	Managing information online	Self-Image and Identity  Health, Well-being and Lifestyle	Online Reputation