

## Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<b>Computing systems and networks Technology around us</b>	<b>Creating media Digital painting</b>	<b>Programming A Moving a Robot</b>	<b>Data and information Grouping data</b>	<b>Creating media Digital writing</b>	<b>Programming B Programming animations (STEAMM Week)</b>
	Recognising technology in school and using it responsibly.	Choosing appropriate tools in a program to create art, and make 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	<b>Computing systems and networks IT around us</b>	<b>Creating media Digital photography</b>	<b>Programming A Moving a Robot</b>	<b>Data and information Pictograms</b>	<b>Creating media Digital music</b>	<b>Programming B Programming quizzes (STEAMM Week)</b>
	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.

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Year 3	<b>Computing systems and networks Connecting Computers</b>	<b>Creating media Stop-frame animation</b>	<b>Programming A Sequencing sound</b>	<b>Data and information Branching databases</b>	<b>Creating media Desktop publishing</b>	<b>Programming B Events and actions in progress (STEAMM Week)</b>
	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	<b>Computing systems and networks The internet</b>	<b>Creating media Audio production</b>	<b>Programming A Repetition in shapes</b>	<b>Data and information Data Logging</b>	<b>Creating media Photo editing</b>	<b>Programming B Repetition in games (STEAMM Week)</b>
	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 the changes and whether the required purpose is fulfilled.	Using a block-based programming language to explore count-controlled infinite loops when creating a game.

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Year 5	<b>Computing systems and networks Systems and searching</b>	<b>Creating media Video production</b>	<b>Programming A Selection in physical Computing</b>	<b>Data and information Flat-file databases</b>	<b>Creating media Introduction to vector graphics</b>	<b>Programming B Selection in quizzes (STEAMM Week)</b>
	Recognising IT systems in the world and how some can enable searching on the internet.	Planning, capturing, and editing video to produce a short film.	Exploring conditions and selection using a programmable microcontroller.	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	<b>Computing systems and networks Communication and collaboration</b>	<b>Creating media Webpage creation</b>	<b>Programming A Variables in games</b>	<b>Data and information Spreadsheets</b>	<b>Creating media 3D Modelling</b>	<b>Programming B Sensing Movement (STEAMM Week)</b>
	Exploring how data is transferred by working collaboratively online.	Designing and creating webpages, considering 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 evaluation 3D computer models of physical objects.	Designing and coding a project that captures inputs from a physical device.