Computing Curriculum Map

<table>
<tr><th colspan="6">Early Years</th></tr>
<tr><th colspan="2">Autumn</th><th colspan="2">Spring</th><th colspan="2">Summer</th></tr>
<tr><th>1st</th><th>2nd</th><th>1st</th><th>2nd</th><th>1st</th><th>2nd</th></tr>
<tr>
<td colspan="2">Wind-up toys and pulleys

Repeat actions that have an effect.
Explore how things work

Aerial views

Exploring the technology behind aerial view photography.</td>
<td colspan="2">Mark making and cogs

Extend the skills children develop as they become familiar with simple equipment, such as twisting or turning a knob.

Draw young children’s attention to pieces of ICT apparatus they see or that they use with adult supervision. Begin to use Google Earth.

Making music

Using various apps to make music.</td>
<td colspan="2">Peg boards and letter making

Exploring similarities and differences between species- Taking photos

Comparing homes from around the world.

Pictures of nature

Using a variety of digital devices to capture nature.</td>
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<tr><th colspan="6">Year 1</th></tr>
<tr><th colspan="2">Autumn</th><th colspan="2">Spring</th><th colspan="2">Summer</th></tr>
<tr><th>1st</th><th>2nd</th><th>1st</th><th>2nd</th><th>1st</th><th>2nd</th></tr>
<tr><td>Technology around us</td><td>Digital painting</td><td>Moving a robot</td><td>Grouping data</td><td>Digital writing</td><td>Programming animations</td></tr>
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Where is technology found in schools?	*How is art created digitally different to art not created digitally?*	*How can we use short algorithms to move a robot?*	*How can we sort and group objects based on their properties?*	*How can we use a computer to create and format text?*	*How can we tell stories through designing and programming the movement of a character?*
Year 2					
Autumn		**Spring**		**Summer**	
1st	**2nd**	**1st**	**2nd**	**1st**	**2nd**
IT around us *What is information technology and how does it make our world better?*	**Digital photography** *How can we capture and change photographs for different purposes?*	**Robot algorithms** *How can we create and debug programs?*	**Pictograms** *How can tally charts be presented on a computer?*	**Making music** *How can we create music on a computer?*	**Programming quizzes** *How can we make an interactive quiz?*
Year 3					
Autumn		**Spring**		**Summer**	
1st	**2nd**	**1st**	**2nd**	**1st**	**2nd**
Connecting computers	**Stop-frame animation**	**Sequencing sounds**	**Branching databases**	**Desktop publishing**	**Events and actions**

How are devices connected to form networks?	*How can we capture and edit images to produce stop-frame animation?*	*How can we create 'sequences' in a block-based programming language to make music?*	*How can we use branching databases to group objects?*	*How can we modify text, images and page layout in a document?*	*How can we write algorithms that trigger sequences of actions?*
Year 4					
Autumn		**Spring**		**Summer**	
1st	**2nd**	**1st**	**2nd**	**1st**	**2nd**
The internet *Why is it important to evaluate online content?*	**Audio production** *How can we capture and edit audio to produce a podcast?*	**Repetition in shapes** *How can we use count-controlled loops when drawing shapes?*	**Data logging** *How and why is data collected over time?*	**Photo editing** *How can we edit digital images and what is the point of doing so?*	**Repetition in games** *How can we use count-controlled loops when creating a game?*
Year 5					
Autumn		**Spring**		**Summer**	
1st	**2nd**	**1st**	**2nd**	**1st**	**2nd**
Systems and searching	**Video production**	**Selection in physical computing**	**Flat-file databases**	**Vector drawing**	**Selection in quizzes**

How is information transferred between systems and devices?	*What are the steps required to create video content?*	*When programming, how does 'selection' affect the outcome?*	*How are flat-file databases used to organise data in records?*	*How can we use different drawing tools to help us to create images?*	*How can we use 'selection' to design and code a quiz?*
Year 6					
Autumn		**Spring**		**Summer**	
1st	**2nd**	**1st**	**2nd**	**1st**	**2nd**
Communication *How is data and information transferred over the internet?*	**Web page creation** *How can we design, create and evaluate our own websites?*	**Variables in games** *Why are variables used when designing and coding a game?*	**Spreadsheets** *What can we use spreadsheets for and why are they important?*	**3D modelling** *How can we use computers to produce 3D models?*	**Sensing** *How can we build and test programs?*