



Computing Curriculum Map

Year Group	Term 1		Term 2		Term 3	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Introduction to technology including painting and counting apps.		Exploring Technology around us including Beebots and pictograms.		Exploring Technology around us including photos, music and web based resources.	
Year 1	Computing systems and networks Technology around us	Creating media Digital painting	Programming Unit A Moving a robot	Data and information Grouping data	Creating media Digital writing	Programming Unit B Introduction to animation
Year 2	Computing systems and networks IT around us	Creating media Digital photography	Programming Unit A Robot algorithms	Data and information Pictograms	Creating media Making music	Programming Unit B An introduction to quizzes
Year 3	Computing systems and networks Connecting computers	Creating media Animation	Programming Unit A Sequence in music	Data and information Branching databases	Creating media Desktop publishing	Programming Unit B Events and actions
Year 4	Computing systems and networks The Internet	Creating media Audio editing	Programming Unit A Repetition in shapes	Data and information Data logging	Creating media Photo editing	Programming Unit B Repetition in games
Year 5	Computing systems and networks Sharing information	Creating media Video editing	Programming Unit A Selection in physical computing	Data and information Flat-file databases	Creating media Vector drawing	Programming Unit B Selection in quizzes
Year 6	Computing systems and networks Communication	Creating media Web page creation	Programming Unit A Variables in games	Data and information Spreadsheets	Creating media 3D Modelling	Programming Unit B Sensing