



## Computing Subject Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RECEPTION Ducklings	Use of IWB Role play opportunities- telephones/cameras/monitors	Use of IWB Junk modelling Role play opportunities	Use of IWB Stories Role play opportunities Use of torches	Use of IWB Stories Role play opportunities Bee-bots	Use of IWB Stories Role play opportunities	Use of IWB Stories Role play opportunities Bee-bots
	E-safety (ongoing)	E-safety (ongoing)	E-safety (ongoing)	E-safety (ongoing)	E-safety (ongoing)	E-safety (ongoing)
YEAR 1 Ladybirds	Computing Systems and <b>Networks:</b> Technology around us	Creating Media: Digital painting	Programming A: Moving a robot	Data and Information: Grouping data	Creating Media: Digital writing	Programming B: Programming animations
YEAR 2 Hedgehogs	Computing Systems and <b>Networks:</b> IT around us	Creating Media: Digital photography	Programming A: Robot algorithms	Data and Information: Pictograms	Creating Media: Digital music	Programming B: Programming quizzes
YEAR 3 Squirrels	Computing Systems and <b>Networks:</b> Connecting computers	Creating Media: Stop-frame animation	Programming A: Sequencing sounds	Data and Information: Branching databases	Creating Media: Desktop publishing	Programming B: Events and actions in programs
YEAR 4 Foxes	Computing Systems and <b>Networks:</b> The internet	Creating Media: Audio production	Programming A: Repetition in shapes	Data and Information: Data logging	Creating Media: Photo editing	Programming B: Repetition in games
YEAR 5 Badgers	Computing Systems and <b>Networks:</b> Systems and searching	Creating Media: Video production	Programming A: Selection in physical computing	Data and Information: Flat-file databases	Creating Media: Introduction to vector graphics	Programming B: Selection in quizzes
YEAR 6 Owls	Computing Systems and <b>Networks:</b> Communication and collaboration	Creating Media: Web page creation	Programming A: Variables in games	Data and Information: Introduction to spreadsheets	Creating Media: 3D modelling	Programming B: Sensing movement