

Computing Curriculum Map

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