

Computing Whole School Curriculum Map

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Reception</u>	To use a camera to take a picture To use activ panels (Interactive Whiteboards) to draw a picture To understand that a speaker plays music	To be able to name parts of a computer To understand how to log on to a computer	To understand how to open a program on a computer To be able to verbally share a post made on Seesaw <i>Seesaw</i>	To understand how to use a Beebot (floor robot - coding) <i>Beebot</i>	To understand how to name a piece of work / file on a computer	To understand that a computer/ipad can be used as a source of information (use of a search engine)
<u>Y1</u>	Technology Around Us Recognising technology in school and using it responsibly <i>Paint or Paintz.app</i>	Digital Painting Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. <i>Paint or Paintz.app</i>	Moving A Robot Writing short algorithms and programs for floor robots, and predicting program outcomes. <i>Bee Bot</i>	Grouping Data Exploring object labels, then using them to sort and group objects by properties.	Digital Writing Using a computer to create and format text, before comparing to writing non-digitally. <i>Docs/ Word</i>	Introduction to Animation Designing and programming the movement of a character on screen to tell stories. <i>Scratch Junior (app or desktop version)</i>
<u>Y2</u>	IT Around Us Identifying IT and how its responsible use improves our world in school and beyond.	Digital Photography Capturing and changing digital photographs for different purposes. <i>Pixlr - Digital Cameras - Tablets</i>	Robot Algorithms. Creating and debugging programs, and using logical reasoning to make predictions. <i>Bee Bot</i>	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer. <i>J2e Pictogram</i>	Making Music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. <i>Chrome Music Lab</i>	An Introduction to Quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. <i>Scratch Junior - app or desktop version</i>

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<u>Y3</u>	Connecting Computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks <i>Paint / paintz.app</i>	Animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. <i>Ipads - I Motion Tablets - Stop Motion Studio</i>	Sequence In Music Creating sequences in block-based programming language to make music. <i>Scratch</i>	Branching Databases Building and using branching databases to group objects using yes/no questions. <i>J2data</i>	Desktop Publishing Creating documents by modifying text, images, and page layouts for a specified purpose. <i>Adobe Spark Canva</i>	Events and Actions Writing algorithms and programs that use a range of events to trigger sequences of actions. <i>Scratch</i>
<u>Y4</u>	The Internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio Editing - Podcasting Capturing and editing audio to produce a podcast, ensuring that copyright is considered. <i>Audacity (Audacity online) / WavePad</i>	Repetition in Shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. <i>FMSLogo Turtleacademy.com</i>	Data Logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation. <i>Arduino Science Journal Chromebooks/Micro Bit</i>	Photo Editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. <i>Paint.net Pixlr</i>	Repetition in Games Using block-based programming language to explore count-controlled and infinite loops when creating a game. <i>Scratch</i>
<u>Y5</u>	Sharing Information Identifying and exploring how information is shared between digital systems. <i>Google Drive Scratch</i>	Video Editing Planning, capturing, and editing video to produce a short film. <i>Cameras Tablets Movie Maker</i>	Selection in Physical Computing Exploring conditions and selection using a programmable microcontroller. <i>Micro Bit - Data Collection</i>	Flat-file databases Using a database to order data and create charts to answer questions. <i>J2eData</i>	Vector Drawing Creating images in a drawing program by using layers and groups of objects. <i>Google Drawings Paint.Net</i>	Selection in Quizzes Exploring selection in programming to design and code an interactive quiz. <i>Scratch</i>

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<u>Y6</u>	Communication Recognising how the WWW can be used to communicate and be searched to find information.		Web Page Creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. <i>Google Sites</i>		Variables in Games Exploring variables when designing and coding a game. <i>Scratch</i>		Spreadsheets Answering questions by using spreadsheets to organise and calculate data <i>Sheets / Excel</i>		3D Modelling Planning, developing, and evaluating 3D computer models of physical objects. <i>TinkerCAD</i>		Sensing Designing and coding a project that captures inputs from a physical device. <i>Micro : Bit</i>	
	<u>All Year Groups</u> <u>Online Safety</u>	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Wellbeing and Lifestyle	Privacy and Security	Copyright and Ownership			