Computing Whole School Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R	Using an iPad to take photographs	Exploring Beebots	Learn to logon and log off to a computer. Understand to keep passwords safe.	Type own name. Develop mouse skills.	Learn to logon and log off Purple Mash. Use a spacebar.	Shut down a computer. Type a simple sentence. Save work in folder.
Year 1	Computing Systems and Networks Technology Around Us	Creating Media Digital Painting	Creating Media Digital Writing	Programming Moving a Robot	Data and Information Grouping Data	Programming B Introduction to Animation
Year 2	Computer Systems and Networks IT Around Us	Data Handling Pictograms	Programming A Robot Algorithms	Programming B Introduction to Quizzes	Creating Media Digital Photography	Creating Media Making Music
Year 3	Computing Systems and Networks Connecting Computers	Creating Media Animation	Programming A Sequence in Music	Data Handling Branching Databases	Creating Media Desktop Publishing	Programming B Events and Actions (maze)
Year 4	Programming A Repetition in Shapes	Programming B Repetition in Games	Creating Media Audio Editing	Creating Media Photo Editing	Computing Systems and Networks The Internet	Data and Information Data Logging
Year 5	Computing Systems and Networks Sharing Information	Creating Media Video Editing	Programming A Selection in Physical Computing	Data and Information Flat-File Databases	Creating Media Vector Drawings	Programming B Selection in Quizzes
Year 6	Data and Information Spreadsheets	Programming A Variables in Games	Creating media Web Page Creation	Creating Media 3D Modelling	Computing Systems and Networks Communication	Programming B Sensing