

Computing Curriculum Map

Nurtured, Cherished and Inspired for Fullness of Life



	Robins Class – Year R and 1	Kingfishers Class – Year 2 and 3		Owls Class – Year 4 and 5		Kestrels Class – Year 6
	Annually	Year 1	Year 2	Year 1	Year 2	Annually
Autumn Term						
Autumn	Understanding Technology <i>Recognise common uses of information technology</i> Technology Hunt Use a tablet and a range of Apps Ways of communicating using technology Types of technology in everyday life	Understanding Technology <i>Recognise common uses of information technology</i> Using technology in school, at home and elsewhere	Understanding Technology <i>Recognise common uses of information technology</i> Using technology in school, at home and elsewhere	Understanding Technology <i>Understand computer networks Use search technologies effectively, appreciating how results are selected and ranked</i> Technology, networks, Internet and opportunities for the future	Understanding Technology <i>Understand computer networks Use search technologies effectively, appreciating how results are selected and ranked</i> Main Uses of Internet Effective Internet Searching Digital bias	Understanding Technology <i>Understand computer networks Use search technologies effectively, appreciating how results are selected and ranked</i> Main Uses of technology and Internet (link to Science curriculum) Effective Internet Searching and Digital bias
	Computing Curriculum Map – Spring Term					
Spring	Digital Literacy <i>Use technology purposefully to create</i> Creating media – digital painting using Paint Z (link to Art curriculum) Use a range of apps on devices	Digital Literacy <i>Use technology purposefully to create</i> Using a word processor to write information Create a presentation with text and images	Digital Literacy <i>Use technology purposefully to create</i> Use Google Classroom as an online notice board to use, find and complete specific tasks Use a range of apps on devices Create media for designs	Digital Literacy <i>Select, use and combine a variety of software Create a range of programs, systems and content</i> Understand the validity of the Internet and effective searching Use pictures, video and text to present information	Digital Literacy <i>Select, use and combine a variety of software Create a range of programs, systems and content</i> Write simple formula in spreadsheets Digital images and graphics	Digital Literacy <i>Select, use and combine a variety of software Create a range of programs, systems and content</i> Use Google Classroom to work collaboratively and hand in work Creating Media
Computing Curriculum Map – Summer Term						
Summer	Programming <i>Understand what algorithms are Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs</i> Beebot programming – map to Church and map creation Scratch Jr – underwater race (link to RE and Geography curriculum) Unplugged and plugged debugging (link to Maths curriculum) Safety <i>Use technology safely and respectfully</i> Internet Safety Week Use the internet to find specific websites, simple facts or images (link to PSHE curriculum)	Programming <i>Understand what algorithms are Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs</i> Write, execute and de-bug simple programs using Espresso or Scratch Jr Safety <i>Use technology safely and respectfully</i> Explore the internet safely, using search engines to find information Design posters to promote technology safety (link to PSHE curriculum)	Programming <i>Understand what algorithms are Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs</i> Write and code programs with simple repetition Safety <i>Use technology safely and respectfully</i> Explore the internet safely, using search engines to find information Explore the positive and negative effects of online behaviour (link to PSHE curriculum)	Programming <i>Design, write and debug programs Use logical reasoning to explain how some simple algorithms work, and detect and correct errors in programs Use sequence, selection and repetition in programs</i> Write, execute and de-bug simple programs Coding and Binary – Pixel Art Code breaking Algorithms (link to Maths curriculum) Safety <i>Use technology safely, respectfully and responsibly</i> Posting online, dangers and reporting	Programming <i>Design, write and debug programs Use logical reasoning to explain how some simple algorithms work, and detect and correct errors in programs Use sequence, selection and repetition in programs</i> Program using sequence, selection and repetition using variables. Scratch Jr – animating lettering Animation (link to Spanish curriculum) Safety <i>Use technology safely, respectfully and responsibly</i> Sharing key information, phishing and other topical concerns	Programming <i>Design, write and debug programs Use logical reasoning to explain how some simple algorithms work, and detect and correct errors in programs Use sequence, selection and repetition in programs</i> Write, execute and de-bug simple programs to accomplish specific goals. Safety <i>Use technology safely, respectfully and responsibly</i> Safety using mobile phones, social media and other forums