

Computing CURRICULUM MAP

Spr 2: Growth & Change
TO COMBINE PICTURES AND OWN VOICES TO RECORD (IT)
- recognise text, images & sound
- use a camera /sound recorder
- use paint programs
- use a mouse
- begin to use a keyboard
DL: Managing online information

Spr 1: Winter
TO GIVE COMMANDS TO MAKE THINGS HAPPEN (CS)
- help adults operate equipment
- use simple software to make things happen
- press buttons on a floor robot
- explore options and make choices
DL: Online bullying

Aut 2: Festivals
TO USE DEVICES TO TAKE AND CREATE PICTURES (IT)
- recognise text and images
- use a camera to collect photos
- use paint program to create pics
- use a mouse
DL: Online relationships

Aut1: Ourselves
TO USE WEBSITES AND IPADS TO PLAY GAMES (DL)
- Talk about good and bad choices in real life and online
- play appropriate games
DL: Self image and identity

Sum1: Space
TO LOG INTO SCHOOL 360 USING EYFS LOG IN (IT)
- recognise purpose for using technology
- understand things they create can be shared
- recognise the internet for playing games
DL: Health, wellbeing and lifestyle

Sum 2: Traditional Tales
TO USE JIT TO CREATE PICTOGRAMS (IT)
- collect information as photos and sound files
- use a simple pictogram or set of photos to count and organise information
DL: Privacy and security

Aut 1: Toys toys toys
Y1 COMPUTER SYSTEMS AND NETWORKS—TECHNOLOGY AROUND US (IT)
- Use technology purposefully to create digital content
DL: Managing online information / Privacy and security

KS1 END GOALS
CS: Create and debug simple programs
IT: Use technology purposefully
DL: keeping information private and knowing who to talk to.

Spr 1: Our Cool World
Y3 CREATING MEDIA—DESKTOP PUBLISHING (IT)
- select, use and combine software on a range of devices to design and create a range of program, systems and content that accomplish given goals
-evaluating and presenting data *information
DL: Online bullying

Spr 2: Green Grangers
Y4 CREATING MEDIA—PHOTO EDITING (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Copyright and ownership / Online reputation

Sum 1: Out of this world
Y3 COMPUTER SYSTEMS & NETWORKS—CONNECTING COMPUTERS (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Online relationships

Sum 2: Rotten Romans
Y3 DATA AND INFO—BRANCHING DATABASES (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
- select, use and combine software to present data and information
DL: Managing online information / Health, wellbeing and lifestyle

UKS2 END GOAL
CS: Design, write and debug for specific goals with independence
Use logical reasoning to explain algorithms
IT: To select, use and combine a variety of software
DL: To identify a range of ways to report concerns over contact, conduct, commerce and content and their ever lasting footprint

Spr 2: People who help us
TO LOG INTO SCHOOL 360 USING EYFS LOG IN (IT)
- recognise purpose for using technology
- understand things they create can be shared
- recognise the internet for playing
DL: Managing online information

Sum 1: Minibeasts
TO USE JIT TO CREATE PICTOGRAMS (IT)
- collect information as photos and sound files
- use a simple pictogram or set of photos to count and organise information
DL: Health, wellbeing and lifestyle

Aut 2: Deadly Dinosaurs
Y1 CREATING MEDIA—DIGITAL WRITING (IT)
- use technology purposefully to create, organise, store, manipulate and retrieve g=digital content
DL: Copyright and ownership / Self image and identity

Aut 2: Feel the foree
PROGRAMMING B — REPETITION OF GAMES (CS)
- design, write and debug programs to accomplish specific goals
-solve problems by decomposing them into smaller parts
- use logical reasoning to explain how simple algorithms work and detect errors
DL: Self image and identify

Spr 1: Mysterious Mayans
PROGRAMMING B—EVENTS AND ACTIONS IN PROGRAMS (CS)
- design, write and debug programs to accomplish specific goals
-solve problems by decomposing them into smaller parts
- use logical reasoning to explain how simple algorithms work and detect errors
DL: Online bullying

Aut 1: Eureka
Y5 COMP SYSTEMS & NETWORKS—SYSTEMS & SEARCHING (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
DL: Privacy and security

Aut 2: Tomb Raiders
Y6 PROGRAMMING B—SENSING MOVEMENT (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Self image and identify

Spr 1 Villainous Victorians
Y5 CREATING MEDIA—VIDEO PRODUCTION (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Copyright and ownership / Online bullying

Sum 2: Vicious Vikings
Y4 PROGRAMMING A—SELECTION IN PHYSICAL COMPUTING (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Health, wellbeing and lifestyle

Sum 1: Clocks, chocs & cheese
Y4 DATA AND INFO—FLAT FILE DATABASES (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
- select, use and combine software to present data and information
DL: Online relationships

Sum 2: Divorced beheaded died
Y6 PROG A—VARIABLES IN GAMES (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Health, wellbeing and lifestyle

Spr 1: Dinosaurs
TO USE DEVICES TO TAKE AND CREATE PICTURES (IT)
- recognise text and images
- use a camera to collect photos
- use paint program to create pics
- use a mouse
DL: Online bullying

Sum 2: Beaches and Holidays
TO GIVE COMMANDS TO MAKE THINGS HAPPEN (CS)
- help adults operate equipment
- use simple software to make things happen
- press buttons on a floor robot
- explore options and make choices
DL: Privacy and security

Spr 1: Our Cool World
Y1 DATA AND INFORMATION—GROPING DATA (CS)
- to know programs execute by following precise and unambiguous instructions
- use logical reasoning to predict the behaviour of simple programs
DL: Online bullying

Aut 1: Courageous Castles
Y3 PROGRAMMING A—SEQUENCING SOUNDS (CS)
- use sequence selection and repetition in programs
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
DL: Privacy and security

Aut 2: Megastructures
Y4 COMPUTER SYSTEMS & NETWORKS—INTERNET (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
DL: Managing online information / Self image

Spr 2: Wonderful Waterworld
Y4 CREATING MEDIA—AUDIO PRODUCTION (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Online reputation

Aut 2: Tomb Raiders
Y6 PROGRAMMING B—SENSING MOVEMENT (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Self image and identify

Sum 1: Clocks, chocs & cheese
Y4 DATA AND INFO—FLAT FILE DATABASES (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
- select, use and combine software to present data and information
DL: Online relationships

Sum 2: Divorced beheaded died
Y6 PROG A—VARIABLES IN GAMES (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Health, wellbeing and lifestyle

Aut 2: Celebrations
TO COMBINE PICTURES AND OWN VOICES TO RECORD (IT)
- recognise text, images & sound
- use a camera /sound recorder
- use paint programs
- use a mouse
- begin to use a keyboard
DL: Online relationships

Aut 1: Fantastic Farming
Y2 COMPUTER SYSTEMS AND NETWORKS—IT AROUND US (IT)
- Use technology purposefully to create digital content
DL: Managing online information / Privacy and security

Spr 2: Green World
Y2 CREATING MEDIA—DIGITAL MUSIC
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
DL: Online reputation

Sum 2: This is Me!
Y2 PROGRAMMING A—ROBOT ALGORITHMS (CS)
- know how algorithms are implemented as programs on digital devices
- to know programs execute by following precise and unambiguous instructions
- use logical reasoning to predict the behaviour of simple programs
DL: Health, wellbeing and lifestyle

Aut 1: Savage Stoneage
Y3 CREATING MEDIA— STOP FRAME (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Privacy and security

Sum 1: Inside and out
Y4 PROGRAMMING A—REPETITION IN SHAPES (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Online relationships

Spr 1 Villainous Victorians
Y5 CREATING MEDIA—VIDEO PRODUCTION (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Copyright and ownership / Online bullying

Sum 2: Vicious Vikings
Y4 PROGRAMMING A—SELECTION IN PHYSICAL COMPUTING (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Health, wellbeing and lifestyle

Sum 1: Power of nature
Y6 CREATING MEDIA—3D MODELLING (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Online relationships

Aut 1: Myself & My Family
TO USE WEBSITES AND IPADS TO PLAY GAMES (DL)
- Talk about good and bad choices in real life and online
- play appropriate games
DL: Online reputation

Aut 2: What are things made of?
Y1 CREATING MEDIA—DIGITAL PAINTING (IT)
- to know programs execute by following precise and unambiguous instructions
- use logical reasoning to predict the behaviour of simple programs
DL: Self image and identity

Sum 1: Castles
Y1 PROGRAMMING A—MOVING A ROBOT (CS)
- understand what algorithms are
-create and debug simple programs
DL: Online relationships

Sum 2: Travellers Tales
Y2 CREATING MEDIA—DIGITAL PHOTOGRAPHY (IT)
- to use technology purposefully to create digital content
DL: Health, wellbeing and lifestyle

Sum 2: Anglo Saxons
Y4 DATA AND INFO—DATA LOGGING (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
- select, use and combine software to present data and information
DL: Copyright and ownership / Health, wellbeing and lifestyle

Spr 1 Villainous Victorians
Y5 CREATING MEDIA—VIDEO PRODUCTION (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Copyright and ownership / Online bullying

Sum 2: Vicious Vikings
Y4 PROGRAMMING A—SELECTION IN PHYSICAL COMPUTING (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Health, wellbeing and lifestyle

Spr 2: God's green earth
Y6 DATA * INFO— INTRO TO SPREADSHEETS (CS)
-use logical reasoning to explain how some algorithms work and to detect & correct errors in algorithms and programs
- select, use and combine software to present data and information
DL: Managing online information / online reputation

CYCLE A

CYCLE B

EY END GOALS
Use in continuous provision
CS: explore programming with toys
IT: build awareness of technology for a purpose
DL: importance of telling an adult if something's gone wrong

Spr 1: Brilliant Britain
Y1 CREATING MEDIA—DIGITAL PAINTING (CS)
- use technology purposefully to create, organise, store, manipulate and retrieve g=digital content
DL: Copyright and ownership / online bullying

Spr 2: Land Ahoy
Y1 PROGRAMMING B—PROGRAMMING ANIMATIONS (IT)
- understand what algorithms are
- create and debug simple programs
DL: online reputation

Sum 1: All creatures great & small
Y2 PROGRAMMING B—PROGRAMMING QUIZZES (CS)
- know how algorithms are implemented as programs on digital devices
- to know programs execute by following precise and unambiguous instructions
- use logical reasoning to predict the behaviour of simple programs
DL: Online relationships

UKS2 END GOALS
CS: Design, write and debug for specific goals working with variables
Use search technologies effectively
IT: To present data to accomplish given goals
DL: recognising acceptable behaviour and knowing how to report concerns

Aut 1: In the beginning
Y6 COMP SYSTEMS & NETWORKS—COMMUNICATION & COLLABORATION (CS)
-use logical reasoning to explain how some algorithms work and to detect and correct errors in algorithms and programs
DL: Privacy and security

Aut 2: Keep calm and carry on
Y5 CREATING MEDIA—INTRO TO VECTOR GRAPHICS (IT)
- select, use and combine software to create a range of programs, systems and content to accomplish a given goal
-evaluating and presenting data and information
DL: Copyright & security / self image & identify

Spr 1: Follow the yellow silk road
Y5 PROGRAMMING B—SELECTION IN QUIZZES (CS)
- use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content
-select, use and combine a variety of software on a range of digital devices to design and create
DL: Online bullying

CYCLE B

UKS2