

# Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<b>Technology around us</b>  Using technology responsibly  Computing systems and networks	<b>Digital Painting</b>  To paint a digital picture  Creating Media	<b>Moving a Robot</b>  Planning a simple program  Programming	<b>Grouping Data</b>  Counting and comparing objects  Data and Information	<b>Digital Writing</b>  Creating and editing text  Creating Media	<b>Introduction to Animation</b>  Using algorithms to create a program  Programming
Year 2	<b>IT around us</b>  Identifying and using information technology  Computer systems and networks	<b>Digital Photography</b>  Creating and editing images.  Creating Media	<b>Robot Algorithms</b>  Design and debug algorithms  Programming	<b>Pictograms</b>  Create and present a digital pictogram  Data and Information	<b>Making Music</b>  Create music digitally.  Creating Media	<b>An introduction to quizzes</b>  Create and change a program  Programming
Year 3	<b>Connecting Computers</b>  Exploring the role of digital devices  Computer systems and networks	<b>Animation</b>  Plan, create and edit an animation  Creating Media	<b>Sequencing music</b>  Creating a project from a task description  Programming	<b>Branching Databases</b>  Creating and identifying branching databases  Data and Information	<b>Desktop Publishing</b>  Use and benefits of desktop publishing  Creating Media	<b>Events and Actions</b>  Design and create a maze-based challenge  Programming
Year 4	<b>The Internet</b>  Describe, recognise and evaluate content	<b>Audio Editing</b>  Record and edit sound files.	<b>Repetition in Shapes</b>  Create a program using count-controlled	<b>Data logging</b>  Collect, use and identify data	<b>Photo Editing</b>  Digitally change images  Recognise not all images	<b>Repetition in Games</b>  Design and create a project that includes repetition

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	on the web Computer Systems and Networks	Creating Media	loops Programming	Data and Information	are real Creating Media	Programming
Year 5	<b>Sharing Information</b>  Evaluate ways of sharing information and working together online  Computer Systems and Networks	<b>Video editing</b>  Record and consider the impact of editing choices.  Creating Media	<b>Selection in Physical Computing</b>  Create a project that controls a physical computing project  Programming	<b>Flat File Databases</b>  Outline and explain how computers compare data and how it applies to the real world  Data and Information	<b>Vector Drawing</b>  Create a vector drawing, group objects and recognise layers.  Creating Media	<b>Selection in Quizzes</b>  Design and evaluate a program that uses selection  Programming
Year 6	<b>Communication</b>  Search engine results, ranking and use  Computer Systems and Networks	<b>Web Page Creation</b>  Plan, preview pages and outline navigation paths  Creating Media	<b>Variables in Games</b>  Design and evaluate a game with variables  Programming	<b>Spreadsheets</b>  Create a spreadsheet to plan an event using formulas for data  Data and Information	<b>Sensing</b>  Use selection in programming a controllable device  Programming	<b>Publishing</b>  Design, develop and improve a document  Creating Media