ARMFIELD PRIMARY
COMPUTING CURRICULUM MAP 2025-2026

	AUTUMN	SPRING	SUMMER
	KS1		
Y1	**Creating Media: Digital Printing and digital writing** Children will explore using computers to create and edit text, developing skills with the keyboard and mouse. They will learn how to enter, remove, and format text while justifying their choices. Children will also compare digital text creation with handwriting, reflecting on preferences and reasoning to build confidence and understanding in using different methods of producing written work.	**Data Information Grouping Data** Children will be introduced to data and information by learning to label and group objects. They will practice counting objects before and after grouping, and develop skills in sorting based on chosen properties. Finally, children will use sorting to answer questions about data, building foundational understanding of classification, organization, and interpretation in preparation for further data handling activities.	**Programming: Moving a robot & animations** Children are introduced to early programming by exploring individual commands and using them collaboratively and in computer programs. They will identify floor robot commands, predict program outcomes, and understand sequencing. The unit builds knowledge gradually, ensuring all programming aspects are covered. Children also begin learning program design through simple algorithms, developing structured thinking and foundational coding skills.
Y2	**Creating Media: Digital Media and Digital Music** Children will explore how music influences thoughts and feelings. They will create patterns to make music using percussion instruments and digital tools. Inspired by animal movements, children will develop rhythms and tunes. Finally, they will share their creations and reflect on the differences between making music digitally and non-digitally, building creativity and understanding of musical expression.	**Programming: Robot Algorithms & Programming Quizzes** Children will develop understanding of sequences and logical reasoning to predict outcomes. They will use commands in different orders to see how sequence affects results. The unit introduces design in programming, as children create artwork for use in programs. They will design, test, and debug algorithms, building problem-solving skills and foundational knowledge in programming and computational thinking.	**Data and Information: Pictograms** Children are introduced to the concept of data, learning what it means and how to collect it using tally charts. They will understand attributes to help organize information and progress to presenting data with pictograms and block diagrams. Finally, children will use the presented data to answer questions, developing skills in data interpretation, organization, and basic analysis.
	KS2		
Y3	**Data and information: Branching Databases** Children will develop understanding of branching databases and how to create them. They will use yes/no questions to explore attributes and sort objects into groups. Children will build both physical and digital branching databases, then create and test an identification tool. They will also consider real-world uses, developing skills in organization, problem-solving, and applying data to practical situations.	**Programming: Sequencing Sounds & Events/Actions in Programs** Children will explore sequencing in programming using Scratch, starting with an introduction to the programming environment. They will use motion, sound, and event blocks to create programs featuring sequences. The unit culminates in a piano project, allowing children to apply program design stages. Knowledge is built gradually, ensuring understanding of sequencing, structured programming, and creative problem-solving.	**Creating Media: Stop Motion Animation** Children will use various techniques to create stop-frame animations on tablets. They will apply these skills to produce story-based animations, developing creativity and technical ability. The unit concludes with children enhancing their animations by adding music, text, and other media, allowing them to combine visual and audio elements while building confidence in digital storytelling and multimedia production.
Y4	**Programming: Repetition in shapes & games** Children will explore repetition and loops in programming in this first Year 4 unit. They will plan, modify, and test commands to create shapes and patterns, developing problem-solving and logical thinking skills. Using Logo, a text-based programming language, children will gain hands-on experience in coding, learning how loops control actions and how to structure programs.	**Data Information: Data logging** Children will explore how and why data is collected over time, examining human senses and how computers use sensors to monitor the environment. They will collect and access long-term data, learning about data points, sets, and logging intervals. Using computers, children will review and analyze data, then pose questions and employ data loggers to automatically gather information to answer them.	**Creating Media: Photo Editing & Audio** Children will develop understanding of how digital images can be edited, changed, and resaved for reuse. They will explore different editing techniques and consider the impact of their changes. Children will evaluate the effectiveness of their choices, reflecting on how alterations affect the final image, while building skills in digital creativity, critical thinking, and responsible use of technology.
Y5	**Data and Information: Flat File Database** Children will explore how flat-file databases organize data into records. They will use database tools to sort information, answer questions, and create graphs and charts to solve problems. Children will work with a real-life database to investigate a question and will present their findings to others, developing skills in data handling, analysis, and effective communication.	**Programming: Selection in Quizzes** Children will develop understanding of selection in programming by learning how conditions control outcomes using If… Then… Else structures. They will represent this knowledge in algorithms and create programs in Scratch. Applying their skills, children will design and implement a quiz, using selection to control outcomes, enhancing problem-solving, logical thinking, and practical coding abilities.	**Creating Media: Video Production** Children will learn to create short videos in groups, developing skills in capturing, editing, and manipulating footage. They will explore topic-based language and use devices and software through guided, step-by-step support. Active learning is encouraged via small-group collaboration, and green screen may be included. Children will reflect on and assess their progress, enhancing creativity and technical confidence.
Y6	**Data and information: Introduction to Google Sheets** Children will be introduced to spreadsheets, learning to organize data into columns and rows to create their own data sets. They will explore formatting, formulas, and applying calculations across multiple cells. Children will use spreadsheets to plan events, create charts, and answer questions, developing skills in data organization, analysis, and evaluation while interpreting results effectively.	**Creating Media: Websites and 3D Modelling** Children will learn to create websites for a chosen purpose, exploring what makes a good web page. They will design and evaluate their own site using Google Sites, focusing on copyright and fair use of media, site aesthetics, and navigation paths. Children will develop skills in digital design, organization, and responsible use of online content while reflecting on their work.	**Programming: Variables, sensing movement and Microbit** Children will use the micro:bit and Make Code to support their transition from Key Stage 2 to Key Stage 3, ensuring smooth progression in computing. The unit aligns teaching and learning objectives across stages while familiarizing children with their new school, teachers, and classmates. It also challenges them academically, helping them adjust gradually, build confidence, and prepare for KS3.