

COMPUTING CURRICULUM MAP 2022 - 2023

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
FS	Understanding use of technology at home and at school	Programming experiences		Digital Literacy Capture still and moving images Making and listening to sounds		Understanding technology and how it has changed over time
Year 1	Understanding technology Common uses of information technology	Digital literacy Data handling using pictograms	Programming A Robots	Digital literacy Multimedia Paint and photographs	Digital literacy Multimedia Paint and photographs	Programming B Use Scratch Jnr to create and predict simple algorithms
Year 2	Understanding technology Uses of technology beyond school	Programming A Create a maze	Programming B Create a simple quiz	Digital literacy Communication through email	Digital literacy Communication through digital writing (eBook)	Digital literacy Data handling using bar graphs
Year 3	Programming A Introduction to Scratch, word blocks	Programming B Repetition in games	Understanding Technology Inputs/outputs and simple searches	Digital Literacy Multimedia Animation	Digital Literacy Communication Desktop publishing	Digital Literacy Data handling Branching databases
Year 4	Programming A The water cycle	Digital literacy Data handling using flat file databases	Understanding technology Networks	Digital Literacy Multimedia Audio editing	Programming B Using variables	Digital Literacy Communication Presentation mediums (PowerPoints/Sway)
Year 5	Understanding technology Internet, world wide web and ranking search results	Programming A Create a quiz looking at sequence, selection and repetition	Digital Literacy Multimedia 3D Drawing	Digital Literacy Data handling Data logging	Digital Literacy Multimedia Video editing	Programming B Lego spike program

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Year 6	Understanding technology Online content	Programming A Micro bits	Digital literacy Communication Blogs	Digital literacy Multimedia Web design	Digital literacy Data handling using spreadsheets	Programming B Create a game
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