

Computing - Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks - Technology around us	Creating media - Digital painting	Programming A - Moving a robot	Data and information - grouping data	Creating media - Digital writing	Programming B - Programming animations
Year 2	Computing systems and networks - IT around us	Creating media - Digital photography	Programming A - robot algorithms	Data and information - Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Year 3	Computing systems and networks - Connecting computers	Creating media - Stop-frame animation	Programming A - Sequencing sounds	Data and information - Branching databases	Creating media - Desktop publishing	Programming B - Events and actions in programs
Year 4	Computing systems and networks - The Internet	Creating media - Audio production	Programming A - Repetition in shapes	Data and information - Data logging	Creating media - Photo editing	Programming B - Repetition in games
Year 5	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A - Selection in physical computing	Data and information - Flat-file databases	Creating media - Introduction to vector graphics	Programming B - Selection in quizzes
Year 6	Computing systems and networks - Communication and collaboration	Creating media - Web page creation	Programming A - Variables in games	Data and information - Introduction to Spreadsheets	Creating media - 3D modelling	Programming B - Sensing movement