



# Read St John's CE Computing Topic Map

	Autumn	Spring	Summer
<b>EYFS</b>	Operates simple equipment, e.g. uses a remote control, mechanical toys.	Interacting with age-appropriate software.	Completing simple programmes on a computer.
<b>Year 1</b>	Technology all around us <i>CS ET IT SS</i> Digital Painting <i>CM DD ET</i>	Moving a robot <i>AL DD IT PG</i> Grouping Data <i>CM DI ET</i>	Digital Writing <i>CM DD ET</i> Programming Animations <i>AL DD PG</i>
<b>Year 2</b>	Information technology around us <i>CS IT NW SS</i> Digital Photography <i>CM CS DD ET</i>	Robot algorithms <i>AL DD PG</i> Pictograms <i>DI ET SS</i>	Making music <i>CM DD DI ET</i> Programming quizzes <i>DD PG</i>
<b>Year 3</b>	Connecting Computers <i>CS IT NW</i> Stop-frame animation <i>CM DD ET</i>	Sequencing sounds <i>AL CM DD PG</i> Branching databases <i>DI ET DD</i>	Desktop publishing <i>CM DD ET IT</i> Events and actions in programs <i>DD ET PG</i>
<b>Year 4</b>	The internet <i>CM IT NW SS</i> Audio editing <i>CM CS DD DI ET</i>	Repetition in shapes <i>AL ET PG</i> Data logging <i>CS DI ET</i>	Photo editing <i>CM DD ET IT SS</i> Repetition in games <i>AL DD PG</i>
<b>Year 5</b>	Sharing information <i>CS DD ET NW</i> Video editing <i>CM CS DD ET SS</i>	Selection in physical computing <i>CS PG DD</i> Flat-file databases <i>DD DI ET</i>	Vector drawing <i>CM DD DI ET</i> Selection in quizzes <i>AL DD PG</i>
<b>Year 6</b>	Internet Communication <i>DD ET IT NW</i> Webpage creation <i>CM DD ET IT NW SS</i>	Variables in games <i>DD PG</i> Introduction to spreadsheets <i>DI ET PG</i>	3D Modelling <i>CM DD ET</i> Sensing <i>CS DD PG</i>

Key for areas covered:

AL Algorithms - Be able to comprehend, design, create and evaluate algorithms	CS Computing systems - Understand what a computer is, and how its constituent parts function together as a whole	CM Creating media - Select and create a range of media including text, images, sounds and video	DI Data and information - Understand how data is organised and used to represent real-world artefacts and scenarios
DD Design and development - Understand the activities involved in planning, creating and evaluating computing artefacts	ET Effective use of tools - Use software tools to support computing work	NW Networks - Understand how networks can be used to retrieve and share information and how they come with associated risks	PG Programming - Create software to allow computers to solve problems
SS Safety and security - Understand risks when using technology and how to protect individuals and systems	IT Impact of technology - Understand how individuals, systems and society as a whole interact with computer systems		<b>Based on Teach Computing</b>