St Bede's computing curriculum map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early years	**Barefoot – winter warmers**		**Barefoot – super space**		**Barefoot – boats ahoy**	
	Computing systems and network	**Creating Media**	**Programming A**	**Data and Information**	**Creating Media**	**Programming B**
Year 1	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing - typing games	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop Publishing	Events and actions in programs
Year 4	The internet	Audio Production - podcast or jingles	Repetition in shapes	Data logging iPads	Photo editing	Repetition in games
Year 5	Systems and searching	Video production	Selection in physical computing	Flat-file databases	Introduction to vector graphics	Selection in quizzes
Year 6	Communication and collaboration	Webpage creation	Variables in games	Introduction to spreadsheets	3D Modelling	Sensing movement