



St Mary's Primary School Computing Curriculum Map 2024-2025

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p>Safety Rules</p> <p>Computing systems and networks</p> <p>Learning how to login and navigate around a computer; developing mouse skills; learning how to drag, drop, click and control a cursor to create works of art</p> <p>Kapow-Improving mouse skills</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Safety Rules</p> <p>Computing systems and networks 1</p> <p>Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world.</p> <p>Kapow-What is a computer?</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Safety Rules</p> <p>Computing systems and networks 1</p> <p>Learning what a network is and how devices communicate and share information.</p> <p>Kapow-Networks</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Safety Rules</p> <p>Computing systems and networks</p> <p>Exploring a range of collaborative tools.</p> <p>Kapow-Collaborative learning</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Safety Rules</p> <p>Computing systems and networks</p> <p>Learning about how pagerank works and how to identify inaccurate information.</p> <p>Kapow-Search engines</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Safety Rules</p> <p>Computing systems and networks</p> <p>Discovering the history of Bletchley and learning about code breaking</p> <p>Kapow-Bletchley Park</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>

<p>Spring</p>	<p>Programming 1</p> <p>Identifying where algorithms, decomposition and debugging can be found in relatable, familiar contexts.</p> <p>Kapow- Algorithms unplugged</p> <p>Creating media</p> <p>Taking and editing photos, searching for and adding images to a project.</p> <p>Kapow-Digital imagery</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Programming 1</p> <p>Developing an understanding of; what algorithms are</p> <p>Kapow- Algorithms and debugging</p> <p>Data Handling</p> <p>Learning how data is collected, used and displayed</p> <p>Kapow- International Space Station</p>	<p>Computing systems and networks 3</p> <p>Understanding how a computer works</p> <p>Kapow-Journey inside a computer</p> <p>Creating media</p> <p>Developing digital video skills to create trailers, with special effects and transitions.</p> <p>Kapow-Video trailers</p>	<p>Programming 1</p> <p>Revisiting the key features of the programme Scratch and beginning to use 'variables' in code scripts.</p> <p>Kapow-Further coding with Scratch</p> <p>Data Handling</p> <p>Researching and storing data on spreadsheets</p> <p>Kapow- Investigating weather</p>	<p>Creating media</p> <p>Creating animations</p> <p>Kapow-Stop motion animation</p> <p>Programming</p> <p>Building-on programming and music skills to create different sounds</p> <p>Kapow- Programming music</p>	<p>Creating media</p> <p>Learning about how computers have evolved.</p> <p>Kapow-History of Computers</p> <p>Programming</p> <p>Using the programming language 'Python' to create designs and art_</p> <p>Kapow-intro to Python</p>
<p>Summer</p>	<p>Programming 2</p> <p>Introducing programming through the use of a robot (Bee-Bot) and exploring its functions.</p> <p>Kapow-Bee-bot Option 2 Virtual Beebot</p>	<p>Programming 2</p> <p>Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review.</p> <p>Kapow-ScratchJr</p>	<p>Programming</p> <p>Exploring the programme Scratch, following the predict > test > review cycle. Using 'loops' and programming an animation, story and game.</p>	<p>Programming 2</p> <p>Solving problems effectively using the four areas of abstraction, algorithm design, decomposition and pattern recognition.</p>	<p>Data Handling</p> <p>Learning about the Mars Rover, exploring how and why it transfers data including instructions</p>	<p>Data Handling</p> <p>Identifying how barcodes and QR codes work. Learning how infrared waves are used while recognising the uses of RFID_</p>

	<p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Kapow-Programming: Scratch</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Kapow-Computational thinking</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Kapow-Mars Rover 1</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>	<p>Kapow-Big data 1</p> <p>Online Safety</p> <p>ESafety</p> <p>Kapow-online safety</p>
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