



St. Peter's Primary School

Computing Curriculum Map: EYFS & Key Stage 1

Key: [IT] Information Technology | [CS] Computer Science | [DL] Digital Literacy

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	[IT] [CS] [DL] Computing is integrated throughout the EYFS framework, preparing children with foundational digital skills.					
Year 1	[IT] Introduction to Purple Mash Introduces Purple Mash, 2Dos, saving work and navigating. [IT] Creative Computing Develop mouse, keyboard and basic computing skills using creative tools.	[IT] Data Explorers Use software tools to group and sort recognisable objects; collect data and present in a pictogram.	[CS] Creating & Following Instructions Forms the basis for understanding simple algorithms and algorithmic thinking. [DL] Technology Around Us Defining and understanding what technology is in school, home, and the wider world.	[IT] Animated Stories Create digital books using 2Create a Story, working with images, text, sound, and animation.	[CS] Coding Introduces coding using 2Code. Explore simple instructions and code blocks to make a simple program.	[IT] Making Beats Introduces digital music. Use 2Explore and 2Beat to make their own digital music.
Year 2	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [CS] Route Explorers Code using 2Go to build simple algorithms to move a screen turtle along routes.	[IT] Creating Pictures Explore digital art creation using 2Paint A Picture to reproduce famous art styles.	[IT] Questioning Explore how to ask questions to collect data and organise it using tally charts, pictograms, and databases. [IT] Spreadsheets Teaches basics of using spreadsheets with 2Calculate to enter, organise, and manage data.	[IT] Making Music Explore digital music creation through the use of the music tool, 2Sequence.	[CS] Coding Explore, modify and create programs that include timers and button objects.	[IT] Presenting Ideas Learn how to present ideas using the concept mapping tool, 2Connect. [DL] The Internet Fundamentals of the internet, its purpose, how we access it, and using it safely.
Whole School	[DL] Online Safety To be delivered throughout the year using 2BeSafe.					

St. Peter's Primary School

Computing Curriculum Map: Key Stage 2

Key: [IT] Information Technology | [CS] Computer Science | [DL] Digital Literacy

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [IT] Touch Typing Learn correct posture, finger positioning and typing techniques to develop speed and accuracy.	[IT] Spreadsheets Using 2Calculate in Advanced Mode to explore how spreadsheets can calculate and solve problems.	[CS] Coding Explore timers, the repeat command and nesting code. Build up to using design documentation.	[DL] Email Explore electronic communication using 2Email. Learn how to respond, compose, add attachments and email safely.	[IT] Presentations Use software to create presentations by adding media, animations and timings. [CS] Route Planners Plan algorithms and write code with angles of turn to create routes for screen turtles.	[IT] Branching Databases Explore and create branching databases using binary questioning to sort data. [CS] micro:bit Explore how to make basic outputs occur from the micro:bit when inputs are detected.
Year 4	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [CS] Logo Introduces Logo programming, focusing on basic commands to create shapes and letters.	[CS] Introduction to AI Explores Artificial Intelligence, what it can do, and how it is used in today's digital world. [DL] Effective Searching Use search technologies effectively by selecting keywords, refining searches, and evaluating content.	[IT] Animation Introduces common animation techniques. Compare traditional methods with animation software.	[CS] Coding Learn to use selection, co-ordinates, looping and variables to create an own game.	[CS] Unpacking Hardware & Software Further understanding of technology and systems in relation to hardware and software. [CS] micro:bit Code a micro:bit to make simulations of real-world tools such as dice and step counters.	[IT] Sound Stories Use 2Cast to explore audio books and work as a team to script, record and edit their own. [IT] Composing Beats Explore elements of music, experiment with beats, and compose using Busy Beats.
Year 5	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [IT] Spreadsheets Learn how spreadsheets support real-world decision-making through measurement, graphing, and budgeting.	[IT] Quizzing Designing and creating interactive quizzes using the 2Quiz tool. [IT] Databases Create databases and query existing databases to find specific information.	[CS] Coding Learn to simplify code, and how tags, functions and different variables can be used.	[IT] Word Processing Use software to edit, format and create documents, using images, tables and templates.	[CS] Game Creator Design and make a 3D maze adventure game using 2DIY3D, assessing effectiveness. [IT] Concept Maps Organise, develop and present ideas using 2Connect concept maps based on non-fiction topics.	[CS] Coding External Devices Code programs which enable the Purple Chip external device to be used as a controller. [CS] micro:bit Explores the use of the temperature sensor and pins on the micro:bit.
Year 6	[IT] Introduction to Purple Mash Essential skills for beginning the scheme units. [IT] Data Detectives Interpret information and query interactive databases to find requested data.	[CS] Introduction to Python Introducing text-based Python coding using the Python in Pieces platform. [DL] Blogging Explore blogs and their features, writing, editing, publishing, and moderating posts.	[CS] Coding Learn to use cloning, hotspots, and complex flowcharts to develop a text-based adventure game.	[CS] Binary Understand that digital systems store and process information using patterns of 1s and 0s. [CS] Networks Learn what networks are, how they connect devices, and consider safety aspects.	[IT] 3D Modelling Explore 3D design using 2Design and Make CAD software to create and refine models. [IT] Graphing Create a range of familiar graph types using the 2Graph and 2Calculate tools.	[IT] Spreadsheets Use spreadsheet functionality to support real-world decision-making and problem-solving. [CS] micro:bit Collect data on environmental conditions and create programs using pin inputs for outputs.

Whole School	[DL] Online Safety To be delivered throughout the year using 2BeSafe.
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