Trawden Forest Primary School
Computing Curriculum Map 2022-23

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Learning Goals	Whiteboard	iPad activities	Technology all around	Beebots	Photography using iPads	Selecting technology for a purpose
Year 1	Technology around us Trawden Non-Negotiables	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Programming Animations
Year 2	Information Technology around us Trawden Non-Negotiables	Digital Photography	Robot Algorithms	Pictograms	Making Music	An Introduction to Quizzes
Year 3	Connecting Computers Trawden Non-Negotiables	Stop-frame Animation	Sequence in Music	Branching Databases	Desktop Publishing	Events and Actions
Year 4	The Internet Trawden Non-Negotiables	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
Year 5	Sharing Information Trawden Non-Negotiables	Video Editing	Flat-File Databases*	Selection in Physical Computing*	Vector Drawing	Selection in Quizzes
Year 6	Communication Trawden Non-Negotiables	Web Page Creation*	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing

Each Year Group will also spend 1 lesson each half term focussing on an aspect of Online Safety.

* Show a change in order from TEACH Computing

Computing in EYFS			
Three and Four-Year-Olds	Personal, Social and Emotional Development		• Remember rules without needing an adult to remind them.
	Physical Development		• Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		• Explore how things work.
Reception	Personal, Social and Emotional Development		• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall health and wellbeing: - sensible amounts of 'screen time'.
	Physical Development		• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		• Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly.
	Expressive Arts and Design	Creating with Materials	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

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