

Computing – Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS		<p>Knowing about technology and its uses.</p> <p>Creating laptops and iPads from paper and card. Identifying features of technology including buttons, key pad, mouse. Old computer and phone parts for children to explore and use to extend their learning. Knowing that the internet can be used to retrieve information.</p>	<p>IT - Creating Media</p> <p>Digital Painting <i>Choosing appropriate tools in a program to create art and making comparisons with working non-digitally. (Teach Computing) Program:</i> https://paintz.app/</p> <p>Final outcome: drawing Stick Man</p> <p>iPads in AOP for small group, teacher led activities</p>	<p>Computer Science A</p> <p>Bee-bots</p> <p>Knowing that our instructions control how the bee-bot moves. being able to give directions to move the bee-bot to the desired location, using one command at a time (in all directions)</p>	<p>IT - Data Handling?</p> <ul style="list-style-type: none"> - digitally tally e.g. how many of each type of minibeast - class votes 	<p>Computer Science B</p> <p>Bee-bots</p> <p>Using problem solving to move bee-bots to the correct location. E.g. moving the bee-bot to the correct letter. Children to use multiple commands before pressing go (in all directions).</p>

<p>Year 1</p>	<p>Systems and Networks Teach Computing units</p>	<p>Digital Literacy</p> <p>Technology around us <i>Recognising technology in school and using it responsibly (covers logging in, using trackpad etc.) (Teach Computing)</i></p>	<p>IT - Creating Media</p> <p>Digital Painting <i>Choosing appropriate tools in a program to create art and making comparisons with working non-digitally. (Teach Computing)</i> Program: https://paintz.app/</p>	<p>Computer Science A</p> <p>Scratch Jnr Booklet Chapter 3 Stories</p> <p>Outcome: The Tortoise and The Hare animated story.</p>	<p>IT – Data Handling</p> <p>Grouping Data <i>Exploring object labels, then using them to sort and group objects by properties. (Teach Computing)</i></p> <p>Program: Google Slides</p>	<p>Computer Science B</p> <p>Scratch Jnr Booklet Chapter 4 Games</p> <p>Outcome: Cats Vs Birds</p>
<p>Year 2</p>	<p>Systems and Networks Teach Computing units</p>	<p>Digital Literacy – Basic Skills</p> <p>Google Docs <i>Use Google Docs to process and present a short piece of text, with basic formatting (font size, bold, italics, underline) including inserting an image. Save in a folder.</i></p>	<p>IT - Creating Media</p> <p>Digital Music <i>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</i> Program: https://musiclab.chromeexperiments.com/</p>	<p>Computer Science A</p> <p>Scratch tutorials</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Getting started 2. Add a backdrop 3. Add a sprite 4. Create a story (2 lessons) 5. Create animations that talk. 	<p>IT – Data Handling</p> <p>Pictograms <i>Collecting data in tally charts and using attributes to organise and present data on a computer. (Teach Computing)</i> Program: https://www.i2e.com/jit5#pictogram</p>	<p>Computer Science B</p> <p>Scratch tutorials</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Record a sound 2. Make music 3. Animate a sprite 4. Make a sprite glide around 5. Add effects 6. Imagine a world

<p>Year 3</p>	<p>Systems and Networks</p> <p>Teach Computing units</p>	<p>Digital Literacy – Basic Skills</p> <p>Comparing how we present information - Google Docs and Slides</p> <p>Use Google Docs to process a short piece of text (recap formatting from Y2), copy, cut and paste, bullet points. Use Slides to present information (create slide, insert new slide, change appearance of slide, insert text and image, transitions)</p>	<p>IT - Creating Media</p> <p>Stop-frame animation</p> <p>Capturing and editing digital still images to produce a stop-frame animation that tells a story. (Teach Computing)</p> <p>Program: https://chrome.google.com/webstore/detail/stop-motion-animator/dhqmfcabdncbdhelnooodefedbilcpho</p>	<p>Computer Science A</p> <p>Coding a Micro Bit</p>	<p>IT – Data Handling</p> <p>Branching databases</p> <p>Building and using branching databases to group objects using yes/no questions. (Teach Computing)</p> <p>Program: https://www.i2e.com/jit5#branch</p>	<p>Computer Science A</p> <p>Scratch tutorials</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Use arrow Keys 2. Change size AND Make it spin 3. Create Animations that talk 4. Talking Tales <p>Computer Science B</p> <p>Scratch tutorials</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Video Sensing 2. Animate adventure 3. Code a cartoon
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Year 4	<p>Systems and Networks</p> <p>Teach Computing units</p>	<p>Digital Literacy – Basic Skills</p> <p>Comparing how we present information - Google Slides and Sites</p> <p>Recapping Y3 learning on Google slides. Creating a Google Site, including home page and subpage, adding a theme and simple text.</p>	<p>IT - Creating Media</p> <p>Audio Production</p> <p>Capturing and editing audio to produce a podcast, ensuring that copyright is considered. (Teach Computing)</p> <p>Program: Twisted Wave or Audacity (if can get working on Chromebooks)</p>	<p>Computer Science A</p> <p>Scratch tutorials</p> <p>Activities:</p> <ol style="list-style-type: none"> 1. Make a chase game 2. Make a clicker game 3. Make a pong game 	<p>IT – Data Handling</p> <p>Data logging</p> <p>Recognising how and why data is collected over time, before using data loggers to carry out an investigation. (Teach Computing)</p> <p>Program: need data loggers</p> <p><u>Coding a Micro Bit to data log</u></p>	<p>Computer Science B</p> <p>CS First</p> <p>Friends</p>
Year 5	<p>Systems and Networks</p> <p>Teach Computing units</p>	<p>Digital Literacy – Basic Skills</p> <p>Google Docs – presenting information</p> <p>Using spellcheck, adding a hyperlink, adding a contents page with links to other parts of the document.</p>	<p>IT - Creating Media</p> <p>Video Production</p> <p>Planning, capturing and editing video to produce a short film. (Teach Computing)</p> <p>Program: https://clipchamp.com/en/</p>	<p>Computer Science A</p> <p>CS First</p> <p>Fashion and Design</p>	<p>IT – Data Handling</p> <p>Flat-file databases</p> <p>Using a database to order data and create charts to answer questions. (Teach Computing) Program: https://www.i2e.com/i2data/</p>	<p>Computer Science B</p> <p>CS First</p> <p>Art</p>

Year 6	<p>Systems and Networks</p> <p>Teach Computing units</p>	<p>Digital Literacy – Basic Skills</p> <p>Google Sites <i>Recap learning from Y4 + adding images, video, links to other sites (look at Teach Computing webpage creation for support)</i></p>	<p>IT - Creating Media</p> <p>3D Modelling <i>Planning, developing and evaluating 3D computer models of physical objects. (Teach Computing) Program:</i> https://www.tinkercaid.com/</p>	<p>Computer Science A</p> <p><u>CS First</u></p> <p><u>Sports</u></p>	<p>IT – Data Handling</p> <p>Introduction to spreadsheets <i>Answering questions by using spreadsheets to organise and calculate data. (Teach Computing) Program: Google Sheets</i></p>	<p>Computer Science B</p> <p><u>CS First</u></p> <p><u>Game Design</u></p>
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- Each lesson to start with a recap of E-safety
- E-safety covered in Time 4 Us 'Keeping Safe' day
- Children encouraged to access Chromebooks outside of computing units to embed Digital Literacy and basic skills