

Computing Whole School Curriculum Map

	EYFS (Reception)					
	Our Computing scheme for the EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity and creativity and problem solving. Technology in the Early Years can mean: - taking a photograph with a camera or tablet - searching for information on the internet - playing games on the interactive whiteboard - exploring an old typewriter or other mechanical toys - using a Beebot - watching a video clip - listening to music We aim for the children to develop a familiarity with equipment and vocabulary by allowing children the opportunity to explore technology in this often child-led way. This should then form the basis for giving them a strong start in Key Stage 1 Computing and all that it demands.					
	Year 1/2					
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks – IT around us.	Creating media – Digital photography.	Programming A – Robot algorithms.	Data and information – Pictograms.	Creating media - Digital music.	Programming B - Programming quizzes.
	Year 3					
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks – Connecting computers.	Creating media - Stop-frame animation.	Programming A - Sequencing sounds.	Data and information – Branching databases	Creating media – Desktop publishing.	Programming B - Events and actions in programs.
	Year 4					
	Term 1		Term 2		Term 3	

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Supported by Teachcomputing.org	Computing systems and networks – The Internet.	Programming A – Repetition in shapes.	Creating media – Photo editing.	Creating media - Audio production.	Programming B – Repetition in games.	Data and information – Data logging.
	Year 5					
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing.	Data and information – Flat-file databases.	Creating media – Introduction to vector graphics.	Programming B – Selection in quizzes.
	Year 6					
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks - Communication and collaboration.	Creating media – Web page creation.	Programming A – Variables in games.	Data and information – Spreadsheets.	Creating media – 3D Modelling.	Programming B - Sensing movement.
Enrichment Activities						
	Term 1		Term 2		Term 3	
					Digi Day	