



Computing Curriculum Map

Be **Courageous!** Live and Learn in **Faith, Hope** and **Love**



Term	YR		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Online Safety	Digital Passport	Online Safety C6 Using Equipment C5, C6	Online Safety C6 Using Equipment C5, C6	Online Safety C7 Using Equipment C5, C6, C7	Online Safety C7 Using Equipment C5, C6, C7	Online Safety C7 Search engines C5	Online Safety C7 Using Equipment C6, C7
Autumn 2	Online Safety	Digital Passport	Online Safety C6 Computing systems and networks: Improving mouse skills C4	Online Safety C6 Computing systems and networks 1: What is a computer? C5	Online Safety C7 Computing systems and networks: Networks and the internet C4	Online Safety C7 Computing systems and networks: Collaborative learning C4	Online Safety C7 Using Equipment C6, C7 Data handling: Mars Rover 1 C1, C2, C6	Online Safety C7 Computing systems and networks: Bletchley Park C1, C3
Spring 3	Online Safety	Digital Passport	Online Safety C6 Using Equipment C5, C6	Online Safety C6 Using Equipment C5, C6	Online Safety C7 Using Equipment C5, C6, C7	Online Safety C7 Using Equipment C5, C6, C7	Online Safety C7 Using Equipment C6, C7 Programming 1: music C1, C2, C3	Online Safety C7 Data handling 1: Big Data 1 C4, C7
Spring 4	Online Safety	Digital Passport	Online Safety C6 Programming 1: Algorithms unplugged C1	Online Safety C6 Programming 1: Algorithms and debugging C1, C2, C3	Online Safety C7 Computing systems and networks: Journey inside a computer C2, C3	Online Safety C7 Programming 1: Further coding with Scratch C1, C2, C3	Online Safety C7 Using Equipment C6, C7 Stop motion animation C1, C6	Online Safety C7 Exploring AI C6
Summer 5	Online Safety	Digital Passport	Online Safety C6 Creating media: Digital imagery C4, C5	Online Safety C6 Data handling: International Space Station C4, C5	Online Safety C7 Creating media: Video trailers C6	Online Safety C7 Data handling: Investigating Weather C1, C2, C6	Online Safety C7 Using Equipment C6, C7 Programming 2: Micro:bit C1, C2, C3	Online Safety C7 Programming: Intro to Python C1, C2, C3
Summer 6	Online Safety	Digital Passport	Online Safety C6 Programming 2: Bee-Bot C1, C3	Online Safety C6 Programming 2: Scratch Jr C1, C2, C3	Online Safety C7 Programming: Scratch C1, C2, C3	Online Safety C7 Programming 2: Computational thinking C1, C3	Online Safety C7 Using Equipment C6, C7 Skills showcase: Mars Rover 2 (+3D printing) C1, C2, C4, C6	Online Safety C7 Using Equipment: Making a Yearbook C6, C7

Key Stage 1

Pupils should be taught to:

understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions (C1)

create and debug simple programs (C2)

use logical reasoning to predict the behaviour of simple programs (C3)

use technology purposefully to create, organise, store, manipulate and retrieve digital content (C4)

recognise common uses of information technology beyond school (C5)

use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. (C6)

Key Stage 2

Pupils should be taught to:

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts (C1)
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output (C2)
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs (C3)
- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration (C4)
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content (C5)
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information (C6)
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (C7)