



Computing Curriculum Map – Autumn Term



Term	Year 1		Year 2		Year 3		Year 4		Year 5		Year 6	
Autumn 1	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 1: Networks and the internet C4	Online Safety C7	Programming 1: Further coding with Scratch C1, C2, C3	Online Safety C7	Search engines C5	Online Safety C7	Computing systems and networks: Bletchley Park C1, C3
Autumn 2	Online Safety C6	Programming 1: Algorithms unplugged C1	Online Safety C6	Programming 1: Algorithms and debugging C1, C2, C3	Online Safety C7	Programming: Scratch C1, C2, C3	Online Safety C7	Creating media: Website design C4, C6	Online Safety C7	Programming 1: music C1, C2, C3	Online Safety C7	Creating media: History of computers Bletchley Park 2 C2, C6
Computing Curriculum Map – Spring Term												
Spring 1	Online Safety C6	Skills showcase: Rocket to the moon C4	Online Safety C6	Data handling: International Space Station C4, C5	Online Safety C7	Computing systems and networks 2: Emailing C4	Online Safety C7	Data handling: Investigating weather C1, C2, C6	Online Safety C7	Programming 2: Micro:bit C1, C2, C3	Online Safety C7	Data handling 1: Big Data 1 C4, C7
Spring 2	Online Safety C6	Programming 2: Bee-Bot C1, C3	Online Safety C6	Computing systems and networks 2: Word processing C4	Online Safety C7	Computing systems and networks 3: Journey inside a computer C2, C3	Online Safety C7	Skills showcase: HTML C1, C3	Online Safety C7	Data handling: Mars Rover 1 C1, C2, C6	Online Safety C7	Data handling 2: Big Data 2 C4, C6, C7
Computing Curriculum Map – Summer Term												
Summer 1	Online Safety C6	Creating media: Digital imagery C4, C5	Online Safety C6	Programming 2: Scratch Jr C1, C2, C3	Online Safety C7	Creating media: Video trailers C6	Online Safety C7	Programming 2: Computational thinking C1, C3	Online Safety C7	Skills showcase: Mars Rover 2 (+3D printing) C1, C2, C4, C6	Online Safety C7	Programming: Intro to Python C1, C2, C3
Summer 2	Online Safety C6	Data handling: Introduction to data C5	Online Safety C6	Creating media: Stop motion C4	Online Safety C7	Data handling: Top trumps databases C6	Online Safety C7	Computing systems and networks: Collaborative learning C4	Online Safety C7	Stop motion animation C1, C6	Online Safety C7	Skills showcase: Inventing a product C1, C2, C4, C6

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)