Computing Curriculum Map

Computing	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1		Computing Systems and Networks – Technology Around Us	Computing Systems and Networks – Information Technology Around Us	Computing Systems and Networks – Connecting Computers	Computing Systems and Networks – The Internet	Computing Systems and Networks – Communication and Collaboration	Computing Systems and Networks – Communication and Collaboration
Autumn 2		Creating Media – Digital Painting	Creating Media – Making Music	Creating Media – Stop Frame Animation	Creating Media – Photo Editing	Creating Media – Webpage Creation	Creating Media – Webpage Creation
Spring 1		Programming A – Moving a Robot	Programming A – Robot Algorithms	Programming A – Sequencing Music	Programming A – Repetition in Shapes	Programming A – Variables in Games	Programming A – Variables in Games
Spring 2		Data and Information – Grouping Data	Data and Information – Pictograms	Data and Information – Branching Databases	Data and Information – Data Logging	Data and Information – Introduction to Spreadsheets	Data and Information – Introduction to Spreadsheets
Summer 1		Programming B – Introduction to Animation	Programming B – Introduction to Quizzes	Programming B – Events and Actions	Programming B – Repetition in Games	Programming B – Sensing Movement	Programming B – Sensing Movement
Summer 2		Revisit as needed	Revisit as needed	Revisit as needed	Revisit as needed	Revisit as needed	Revisit as needed