Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	Additional Lessons
EYFS	**COMPUTING IN EYFS** In the revised EYFS curriculum, the 'Technology' strand in Understanding the World has been removed and not replaced with any new guidance for schools. As technology has become an important part of our daily lives, we have kept it in our Early Years curriculum as it runs across all 7 areas. Computing develops listening and thinking skills, questioning and problem solving. Children use the Characteristics of Effective Learning: Playing and Exploring, Active Learning and Creating and Thinking Critically. (*See EYFS Computing Document)						
Year 1	Computing Systems & Networks: Technology around us	Creating Media: Digital painting	Programming A: Moving a robot	Data & Information: Grouping data	Creating Media: Digital writing	Programming B: Programming animations	Online Safety (5 lessons)
Year 2	Computing Systems & Networks: Information technology around us	Creating Media: Digital Photography	Programming A: Robot Algorithms	Data & Information: Pictograms	Creating Media: Digital Music	Programming B-Programming quizzes	Online Safety (5 lessons)
Year 3	Computing Systems & Networks: Connecting computers	Creating Media: Stop-frame animation	Programming A: Sequencing sounds	Data & Information: Branching databases	Creating Media: Desktop publishing	Programming B: Events and actions in programs	Online Safety (4 lessons)
Year 4	Computing Systems & Networks: The Internet	Creating Media: Audio Production	Programming A: Repetition in shapes	Data & Information: Data Logging	Creating Media: Photo editing	Programming B: Repetition in games	Online Safety (5 lessons)
Year 5	Computing Systems & Networks: Systems & searching	Creating Media: Video Production	Programming A: Selection in physical computing	Data & Information: Flat-file databases	Creating Media: Introduction to vector graphics	Programming B: Selection in quizzes	Online Safety (5 lessons)
Year 6	Computing Systems & Networks: Communication & collaboration	Creating Media: Web page creation	Programming A: Variables in games	Data & Information: Spreadsheets	Creating Media: 3D modelling	Programming B: Sensing movement	Online Safety (6 lessons)