Curriculum Map 2022-23 Computing– Year A

All to teach E-safety throughout the year.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R Barefoot Computing)					Spring time	Summer Fun
Year 1/2 Plus Yr1 from Reception	Information and Technology around us	Moving a robot (recap) Robot Algorithm (j2e Jit5 Turtle) (need LGFL logins)	Programming animation (Scratch JR) If this is too difficult- adapt plans and use J2E Jit 5 animation-Please inform if done.	Pictograms (Use J2e Jit-5 when creating pictograms from data collected.)	E-safety Wider Curriculum (English, Maths, Science)	E-safety Influential Person in Computing
Year 3/4	Connecting Computers	Stop-Frame Animation	Branching Databases	Desktop Publishing	E-safety Wider Curriculum (English, Maths, Science)	E-safety Influential Person in Computing
Year 4/5	The internet	Vector Drawings	Repetition in games	Audio Production	E-safety Wider Curriculum (English, Maths, Science)	E-safety Influential Person in Computing
Year 6	Internet Communication	3D Modelling	Variables in games	Web Page creators	Introduction to Spreadsheets	E-safety Wider Curriculum

						(English, Maths, Science)

Curriculum Map 2023-24 Computing – Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year R					Spring time	Summer Fun
Year 1/2	Technology around us	Digital Photography	Moving a robot	Digital writing	Making Music E-safety Wider Curriculum (English, Maths, Science)	E-safety Wider Curriculum (English, Maths, Science)
Year 3/4	The internet	Photo Editing	Repetition in shapes	Events and Actions in programs	Sequencing sound	E-safety Influential person in computing Wider Curriculum (English, Maths, Science)
Year 4/5	Sharing information	Video Production	Selection in physical computing	Selection in quizzes	Influential Person in Computing	E-safety Wider Curriculum (English, Maths, Science)
Year 6	Internet Communication	3D Modelling	Variables in games	Web Page creators	Introduction to Spreadsheets	E-safety

					Wider Curriculum (English, Maths, Science)