



## Computing Curriculum Map

|               | Autumn 1  | Autumn 2  | Spring 1   | Spring 2   | Summer 1                                     | Summer 2  |
|---------------|---|---|--|--|--|---|
| <b>Year 1</b> | 1.1 Technology around us (paintz.app or Microsoft Paint)          | 1.2 Digital painting (Microsoft Paint-search paint in search) | 1.3 Moving a Robot (Bee-Bots)  | 1.4 Grouping data (Microsoft PowerPoint)                 | 1.5 Digital writing (Microsoft Word)         | 1.6 Programming animations (ScratchJr)                    |
| <b>Year 2</b> | 2.1 Information technology around us (Microsoft PowerPoint)       | 2.2 Digital photography (Camera on tablets)                   | 2.3 Robot algorithms (Bee-Bots)  | 2.4 Pictograms (j2data pictograms)                       | 2.5 Making music (Chrome music Lab)          | 2.6 Programming quizzes (ScratchJr)                       |
| <b>Year 3</b> | 3.1 Connecting computers (Microsoft Paint-search paint in search) | 3.2 Stop-frame animation (Stop Motion Studio App- tablets)    | 3.3 Sequencing sound (Scratch)   | 3.4 Branching databases (j2data Branch and Pictogram)    | 3.5 Desktop publishing (Adobe spark)         | 3.6 Events and actions in programs (Scratch)              |
| <b>Year 4</b> | 4.1 The internet  | 4.2 Audio editing (Audacity)                                  | 4.3 Repetition in shape (FMSLogo or turtleacademy/playground)            | 4.4 Data logging (Google science journal app on tablets) | 4.5 Photo editing (paint.net)                | 4.6 Repetition in games (Scratch)                         |
| <b>Year 5</b> | 5.1 Sharing information (Google slides)                           | 5.2 Video editing (Microsoft photos-tablets)                  | 5.3 Selection in physical computing (Crumble controller and starter kit) | 5.4 Flat- file databases (j2data Database)               | 5.5 Vector drawing (Google drawings)         | 5.6 Selection in quizzes (Scratch)                        |
| <b>Year 6</b> | 6.1 Internet communication  | 6.2 Webpage creation (Google sites)                           | 6.3 Variables in games (Scratch)   | 6.4 Introduction to spreadsheets (Microsoft Excel)       | 6.5 3D modelling (Tinkercad through website) | 6.6 Sensing (Microsoft Makecode accessed through website) |