Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Rec	**DIGITAL LITERACY What do these machines help us to do?** Name and talk about types of technology	**INFORMATION TECHNOLOGY What changes when you choose a different tool?** Use the drawing app on the IWB	**COMPUTER SCIENCE What will happen if you press that?** Play a game on the IWB	**COMPUTER SCIENCE What happens if you try it a different way?** Play a game on the IWB	**INFORMATION TECHNOLOGY How can I take a clear photo on the iPad?** Take photos using an iPad	**SAFETY What should you do if something pops up that you don't understand?** Begin to show an understanding of internet safety. (PSHE/Jigsaw)
Yr 1	**DIGITAL LITERACY What is technology? Computer systems and networking (Technology Around Us)** 2 sessions Identifying technology and using different input devices. **INFORMATION TECHNOLOGY / DIGITAL LITERACY I wonder how I can make my writing look fun? Creating Media (Digital Writing on iPads)** 3 sessions Use a computer to write. Learn how to add and remove text and make choices over how their writing looks.		**COMPUTER SCIENCE How does a computer know what to do? Coding (On the Move)** Learn that programs execute by following clear instructions. Understand that programs respond to inputs to do different things. **COMPUTER SCIENCE How does a computer know what to do? Coding (Simple Inputs)** Learn to combine start and input events to create more advanced apps and programs using precise instructions.		**INFORMATION TECHNOLOGY How do I create a picture on an iPad? Creating Media (Digital painting)** To use digital tools to create a picture including freehand, shape and line tools.	
Yr 2	**DIGITAL LITERACY Are computers everywhere? Computer systems and networking (Information Technology Around Us)**		**COMPUTER SCIENCE How do I make the characters move in a game? Coding (Different inputs)** Learn how to use different inputs to make actions happen in code, including		**INFORMATION TECHNOLOGY / DIGITAL LITERACY What if all photos were portrait? Creating Media (Digital Photography)**	

	Look at information technology at school and beyond (e.g: shops, hospitals). Investigate how IT improves our world. Start to learn how to use IT responsibly.		press key actions and swipe actions.		Recognise devices that take photos, what makes a good photo and how to change it.	
Yr 3	**INFORMATION TECHNOLOGY / DIGITAL LITERACY** **How can we create a magazine template with Desktop publishing?** **Creating Media (Desktop Publishing)** Create objects with digital drawing. Learn how to manipulate objects. Produce a digital document. **DIGITAL LITERACY** **What are the benefits to connecting devices in a network?** **Computer systems and networking (Connecting Computers)** Understand how computer networks are created.		**COMPUTER SCIENCE** **Can we program a sequence to create an animation?** **Coding (Sequence and Animation)** Learn to make things happen in a sequence, creating simple animations and simulations. **COMPUTER SCIENCE** **How can we make an object move with code?** **Coding (Conditional Events)** Learn how to code with 'if statements', which select different pieces of code to execute depending on what happens to other objects.		**INFORMATION TECHNOLOGY / DIGITAL LITERACY** **How do we make a picture move?** **Creating Media - (Stop-Frame Animation)** To use digital tools to create a picture including freehand, shape and line tools.	
Yr 4	**DIGITAL LITERACY** **How does information travel around the internet — and can we always trust where it comes from?** **Computing Systems and Networks (The Internet)** Learn about the internet, connecting networks, what the internet is made of, and what a website is.		**COMPUTER SCIENCE** **How do games keep score and know what is happening?** **Coding (Introduction to Variables)** Learn how computers use variables to count things and keep track of what is going on, then create simple games which use a score variable.		**INFORMATION TECHNOLOGY / DIGITAL LITERACY** **How do digital images tell the truth… or trick us?** **Creating Media (Photo Editing)** To know that images can be changed for different purposes and that not all images are real. Evaluate	

					changes made to an image.	
Yr 5	**INFORMATION TECHNOLOGY / DIGITAL LITERACY** **How can I draw the best parrot using 2D shapes?** **Vector Drawing** Learn to create drawings by combining different shapes. Group shapes to make them easier to work with and use layers.		**COMPUTER SCIENCE** **If computers follow instructions exactly, how can they create something that *seems* random?** **Coding (Random Numbers and Simulations)** Learn how computers can generate random numbers and how these can be used in simulations.		**INFORMATION TECHNOLOGY / DIGITAL LITERACY** **How can I make effective choices as a video editor?** **Video Editing** Recognise video as a sequence of pictures with audio. Capture, evaluate and improve video thinking about choices and the impact of those choices.	
Yr 6	**DIGITAL LITERACY** **Why might two people searching the same word get slightly different results?** **Computing Systems and Networks (Communication)** Learn how to use search engines. Explain how and why results are ranked and why this is important.		**COMPUTER SCIENCE** **How can we combine different coding blocks to make a game that is fun, challenging, and fair?** **Coding (Scratch)** Developing a game with variables.		**INFORMATION TECHNOLOGY** **How do spreadsheets help people in real jobs make decisions?** **Data and Information (Spread sheets)** Create a spreadsheet to plan an event, learn to apply formulas to calculate data, and how to present data.	