

Computing Whole School Curriculum Map (topics taught):

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Understanding the World (Technology)					
Reception	Digital Literacy					
Year 1	Technology Around Us	Digital Paintings	Digital Writing	Grouping Data	Moving a Robot	Introduction to Animations
Year 2	Information Technology in our World	Digital Photography	Making Music	Pictograms	Robot Algorithms	An Introduction to Quizzes
Year 3	Connecting Computers	Branching Databases	Stop Frame Animation: An Egyptian Adventure	Desktop Publishing: Wonders of Antarctica	Sequencing in Music	Events and Actions in Programmes
Year 4	The Internet	Audio Editing: a Saxon Podcast	Data Logging	Photo Editing	Repetition in Shapes	Repetition in Games
Year 5	Video Editing	Sharing Information	Vector Drawing	Flat File databases	Selection in Physical Computing	Selection in Quizzes
Year 6	Internet Communication	Webpage Creation: Where Does Our Energy Come From?	Introduction to Spreadsheets	3D Modelling	Variables in Gaming	Sensing
Computing Systems and Networks		Creating Media		Data and Information		Programming