

Computing Whole School Curriculum Map:

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
LESSON 1 – Online Safety Every Half Term please start First Lesson as an Online Safety Lesson						
EYFS	Set up continuous provision in your classroom Computing through continuous provision	Computing systems and networks Using a computer	Programming 1 All about instructions	Computing systems and networks Exploring hardware	Programming 2 Programming Bee-Bots	Data handling Introduction to data
Year 1	Computing systems and networks Improving Mouse Skills	Programming 1 Algorithms unplugged	Skills showcase Rocket to the moon	Programming 2 Programming Bee Bots Use real/ virtual bee bots	Creating media Digital imagery	Data handling Introduction to data
Year 2	Computing systems and networks 1 What is a computer?	Programming 1 Algorithms and debugging	Computing systems and networks 2 Word Processing	Programming 2 Introduction to block coding MakeCode/ Scratch Jr	Creating media Stop Motion using Tablets/ Laptops	Data handling International Space Station
Year 3	Computing systems and networks 1 Networks	Programming Programming Scratch	Computing systems and networks 2 Emailing using google/ Microsoft	Computing systems and networks 3 Journey inside a computer	Creating media Video Trailers With or without iPads	Data handling Comparison cards databases
Year 4	Computing systems and networks Collaborative Learning – using Google/ Microsoft	Programming 1 Further coding with Scratch	Creating media Website design	Skills showcase HTML	Programming 2 Computational thinking	Data handling Investigating weather
Year 5	Computing systems and networks Search Engines	Programming 1 Programming Music	Data handling Mars Rover	Programming 2 Micro:bit	Creating media Stop motion animation using Stop motion studio/ cameras	Skills showcase Mars Rover 2

Year 6	Computing systems and networks Bletchley Park and the History of Computers	Computing systems and networks Exploring AI	Data handling Big Data 1	Programming Intro to Python	Data handling Big data 2	Skills showcase Inventing a product
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Key areas

We have categorised our lessons into the five key areas below, which we return to in each year group making it clear to see prior and future learning for your pupils and how what you are teaching fits into their wider learning journey.

