



CHURCH LANGTON CE PRIMARY SCHOOL: COMPUTING CURRICULUM MAP

	A1	A2	SP1	SP2	SU1	SU2
Reception	Exploring technology in the environment Starting to recognise technology in school.	Exploring technology in the environment Starting to recognise technology around us.	Online safety – Smartie the Penguin Identifying how to be safe online and who to go to for help	<ul style="list-style-type: none"> • Self-Image & Identity (1) • Online Relationships (2) • Health, Well-being and Lifestyle (2) 	<ul style="list-style-type: none"> • Online Reputation (1) • Online Bullying (2) • Managing Online Information (2) 	<ul style="list-style-type: none"> • Copyright & Ownership (2) • Privacy and Security (2)
Year 1	IT around us: Computing systems & networks. Recognising technology in school and using it responsibly.	Creating media: Digital painting Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Creating media: Digital writing Existing a computer to create and format text, before comparing to writing non-digitally	Data and information: Grouping data Exploring object labels, then using them to sort and group objects by properties.	Programming: Moving robot Writing short algorithms and programs for floor robots, and predicting program outcomes	Programming: Introduction to animation Designing and programming the movement of a character on screen to tell stories.
E Safety	Self image and identity (2) Online reputation (2)	Online relationships (4)	Online bullying (1) Health wellbeing and lifestyle (1)	Managing online information (3)	Privacy and security (3)	Copywrite and ownership (4)
Year 2	Computing systems & networks: IT around us Identifying IT and how its responsible use improves our world in school and beyond.	Creating media: Digital photography Capturing and changing digital photographs for different purposes.	Creating media: Making music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Data and information: Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Programming: Robot algorithms Creating and debugging programs, and using logical reasoning to make predictions.	Programming: An introduction to quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
E Safety	Online relationships (7)	Self Image & Identity (2) Online reputation (3) Online Bullying (3)	Managing online information (5)	Privacy & security (4)	Health, well-being & Lifestyle (2) Copyright & ownership (2)	
Year 3	Computing systems & networks: Connecting computers	Creating media: Animation	Creating media: Desktop publishing	Data and information: Branching databases	Sequencing sounds Design & Development	Programming: Events and actions



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E Safety	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Building and using branching databases to group objects using yes/no questions.	Creating sequences in a block-based programming language to make music.	Writing algorithms and programs that use a range of events to trigger sequences of actions.
	Online Relations (6)	Managing online information (6) Copyright & Ownership (1)	Online reputation (3)	Health and wellbeing (2)	Online bullying (2) Privacy and security (3)	Self image and identity (3)
Year 4	Computing systems & networks: The internet	Creating media: Audio production	Creating media: Photo editing	Data and information: Data logging	Programming: Repetition in shapes	Programming: Repetition in games
	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered	Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
E Safety	Online relationships (3)	Managing online information (6)	Online reputation (2) Copyright ownership (2)	Health wellbeing and lifestyle (2)	Online bullying (3) Privacy and security (4)	Self-image & identity (3)
Year 5	Computing systems & networks: Sharing information	Creating media: Vector drawing	Creating media: Video production	Data and information: Flat-file databases	Programming: Selection in physical computing	Programming: Selection in quizzes
	Recognising IT systems in the world and how some can enable searching on the internet.	Creating images in a drawing program by using layers and groups of objects.	Planning, capturing, and editing video to produce a short film.	Using a database to order data and create charts to answer questions.	Exploring conditions and selection using a programmable microcontroller.	Exploring selection in programming to design and code an interactive quiz.
E Safety	Online relationships (5) Online reputation (2)	Managing online information (9)	Online bullying (6)	Health, wellbeing and lifestyle (4)	Copyright & ownership (2) Self-Image & identity (2)	Privacy and security (3) Knowledge map
Year 6	Computing systems & networks: Internet Communication	Creating media: 3D Modelling	Creating media: Web page creation	Data and information: Intro to Spreadsheets	Programming: Variables in games	Programming: Sensing
		Planning, developing, and evaluating 3D computer models of physical objects.	Designing and creating webpages, giving	Answering questions by using spreadsheets to	Exploring variables when designing and coding a game.	Designing and coding a project that captures inputs from a physical device.



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E Safety	Exploring how data is transferred by working collaboratively online.		consideration to copyright, aesthetics, and navigation.	organise and calculate data.		
	Managing online information (6)	Managing online information (5) Online reputation (2) Online bullying (2)	Privacy (6)	Health and Wellbeing (4)	Self-image and identity (3) Online relationships (4)	Copyright (2)