



Computing Curriculum Map 2023-2024

Whole school overview

Class	Autumn term 1	Autumn term 2	Class	Spring term 1	Spring term 2	Summer term 1	Summer term 2
Year 1	Computing systems and networks- technology around us	Creating Media – Digital painting	Year 1/2	Programming A Moving a robot	Data and information- Grouping data	Creating Media- Digital writing	Programming B- Programming animations
Year 2	Computer systems and networks- IT around us	Creating Media- Digital photography	Year 2/3	Programming A Sequencing sounds	Data and information Branching databases	Creating Media Desktop publishing	Programming B- Programming quizzes
Year 3	Computing systems and networks- connecting computers	Creating Media Stop frame animation					
Year 4	Computing systems and networks- the internet	Creating Media Audio production	Year 4	Programming A Repetition in shapes	Data and information Data logging	Creating Media Photo editing	Programming B Repetition in games
Year 5	Computing systems and networks- systems and searching	Creating Media Video production	Year 5	Programming A Selection in physical computing	Data and information Flat file databases	Creating Media Introduction to vector graphics	Programming B Selection in quizzes
Year 6	Computing systems and networks- Connecting computers	Creating Media We page creation	Year 6	Programming A Variables in games	Data and information Introduction to spreadsheets	Creating Media 3D- modelling	Programming B Sensing Movement

Computer science information technology digital literacy *For E safety see your class map resources.