Excalibur

Computing Curriculum Map

Year Group	Autumn 1 Computing systems and Networks	Autumn 2 Creating Media, A	Spring 1 Programming A	Spring 2 Data and Information	Summer 1 Creating Media B	Summer 2 Programming B
Barefoot computing						
EYFS	**Awesome Autumn**	**Winter Warmers**	**Busy Bodies**	**Springtime**	**Boats Ahoy**	**Summer Fun**
NCCE – Teach Computing						
Year 1	**Technology around us** Recognising technology in school and using it responsibly.	**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally	**Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes	**Grouping data** Exploring object labels, then using them to sort and group objects by properties.	**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Introduction to animation** Designing and programming the movement of a character on screen to tell stories
Year 2	**IT around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Digital photography** Identifying IT and how its responsible use improves our world in school and beyond.	**Robot algorithms** Creating and debugging programs and using logical reasoning to make predictions.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**An introduction to quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	**Connecting computers** Identifying that digital device have inputs, processes, and outputs, and how devices can be connected to make networks	**Animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequence in music** Creating sequences in a block-based programming language to make music	**Branching databases** Building and using branching databases to group objects using yes/no questions.	**Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose	**Events and actions** Writing algorithms and programs that use a range of events to trigger sequences of actions
Year 4	**The Internet**	**Audio editing**	**Repetition in shapes**	**Data logging**	**Photo editing**	**Repetition in games**

	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using a text-based programming language to explore count- controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a block-based programming language to explore count- controlled and infinite loops when creating a game
Year 5	**Sharing information** Identifying and exploring how information is shared between digital systems.	**Vector drawing** Creating images in a drawing program by using layers and groups of objects.	**BBC Musical micro: bit** Programming a micro:bit into a music making device.	**Flat-file databases** Using a database to order data and create charts to answer questions.	**Video editing** Planning, capturing, and editing video to produce a short film	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz
Year 6	**Internet Communication** Recognising how the WWW can be used to communicate and be searched to find information.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects	**Variables in games** Exploring variables when designing and coding a game.	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data. introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	**Web page creation** Designing and creating webpages, considering copyright, aesthetics, and navigation.	**Sensing** Designing and coding a project that captures inputs from a physical device.