Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Sing me a song	Hip Hip Hurray!	Terrific Tales	Amazing Animals	Come Outside!	Ticket to ride
Content	Technology is used across the curriculum to support learning. Children will access the **Mini Mash** area of Purple Mash, beginning by using Ipads and moving to using Chromebooks by the end of the year.					
Curriculum Focus	**Fine Motor Skills:** - Use a range of small tools, including scissors, paint brushes and cutlery **Personal, Social and Emotional Development:** Self-Regulation: -…show an ability to follow instructions involving several ideas or actions. Managing Self: - Be confident to try new activities and show independence, resilience and perseverance in the face of challenge Building Relationships: - Work and play cooperatively and take turns with others					
Year 1						
Unit Title	Online Safety & Exploring Purple Mash	Online Safety & Exploring Purple Mash Technology Outside School	Lego Builders	Maze Explorers	Coding	Coding
Main Curriculum Focus /Aspect of Computing	Online Safety and learning how to use technology purposefully	Recognise common uses of information technology outside school	Understand the importance of instructions (algorithms)	Understand how to create and debug a set of instructions (algorithms)	Begin to use code to create a computer program	
Year 2						
Unit Title	Creating Pictures	Effective Searching	Coding	Coding	Presenting Ideas	Presenting Ideas
Main Curriculum Focus /Aspect of Computing	Use technology to create and manipulate pictures	Use technology to search safely	Create programs using simple algorithms, following sequences and debug them		Use technology to present a story in different ways, organising, storing and retrieving digital content	

Year 3						
Unit Title	**Branching Databases**	**Branching Databases & Coding**	**Coding**	**Coding**	**Email (including online safety)**	**Email**
Main Curriculum Focus /Aspect of Computing	Evaluate and present data in the form of a branching database/ binary tree	Evaluate and present data in the form of a branching database/ binary tree	Design, write and debug programs using timers and repeat commands, learning how to nest instructions		Use email to communicate safely and respectfully, recognising safe and unsafe behaviours, knowing how to raise concerns.	
Year 4						
Unit Title	**Spreadsheets**	**Effective Searching**	**Coding**	**Coding**	**Logo**	**Logo**
Main Curriculum Focus /Aspect of Computing	Enter data, format cells and find totals using the formula wizard, create graphs	Search effectively and safely, evaluating content and being mindful of rankings	Design, write and debug programs using IF/ELSE statements, number variables, co-ordinates and repeat until commands		Learning the coding language of Logo, writing instructions using repeats and procedures	
Year 5						
Unit Title	**Databases**	**Hardware Investigators**	**Coding**	**Coding**	**Game Creator**	**Game Creator**
Main Curriculum Focus /Aspect of Computing	Collect, analyse and evaluate data by searching databases	Understand computer networks and know the hardware which makes up a computer/ network	Understand and program a simulation, create a string of code, understand different variable types and how functions work in code		Use skills acquired to design and create a game, evaluate and improve	
Year 6						
Unit Title	**Coding**	**Coding**	**Spreadsheets**	**Spreadsheets**	**Quizzing**	**Networks**
Main Curriculum Focus /Aspect of Computing	Consolidate previous coding, use selection and variables, understand user input and understand how the launch command works		Enter data, format cells and find totals using the formula wizard (advanced mode), model a real life situation		Use skills acquired to design a quiz for a purpose, including searching a database	Learn about the internet, LAN and WAN, understand how we access the internet in school