Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	**Learning to be e-safe** *Children to practice basic skills for computing. Children learn how to log in and access different websites or apps using computers, iPads and laptops.* Understand and explore digital technology around them,	**Learning to be e-safe** Experience a range of technology and equipment including iPad, cameras, videos, and sound recorders. www.thinkuknow.co.uk Children explore website linked to age.	**Learning to be computer scientists** Coding. Children learn to give instructions to complete a range of tasks. (Includes continuous provision)	**Learning to be computer scientists** Use iPads to collect and record information. Includes using apps, QR codes, taking photos. (Includes continuous provision)	**Learning to be Creators** Learn to take photos, videos, record audio to document own learning ideas.	**Learning to be Creators** Children use iPad cameras to photograph shapes and colours around school.
Year 1	**Learning to be e-safe** *Children to practice basic skills for computing. Children learn how to log in and access different websites or apps using computers, iPads and laptops.* Personal information I need to keep safe, use email to safely communicate, Apply my online safety knowledge to help others make good choices online,	**Learning to be e-safe** Create, name and date my digital creative work, Safely search for images online, Communicate safely online, www.thinkuknow.co.uk Children explore website linked to age	**Learning to be computer scientists** Use children stories to look at rules of online safety with children making their own animations.	**Learning to be computer scientists** Learn the different parts of a computer and iPad. (Includes continuous provision)	**Learning to be Creators** Children learn basic skills of stop frame animation and produce a simple animated movie.	**Learning to be Creators** Children use an art app to explore shape, numbers and problem solving.
Year 2	**Learning to be e-safe** *Children to practice basic skills for computing. Children learn how to log in*	**Learning to be e-safe** Rate and review informative websites,	**Learning to be computer scientists** Children write a basic story with	**Learning to be computer scientists** Children become an author to write a	**Learning to be Creators** Children play computing focused	**Learning to be Creators**

Computing Curriculum Map

	and access different websites or apps using computers, iPads and laptops. A digital footprint, Use keywords in an online search, Recognise whether a website is appropriate,	Identify kind and unkind behaviour online, Apply our knowledge of safe and sensible online activities to different situations www.thinkuknow.co.uk Children explore website linked to age	illustrations. They will turn this into an animated story using coding.	sequel to popular children's stories. Create an illustration for their stories and record themselves reading it. Create an audio book.	game of charades and create their own version.	Maths scavenger hunt and create their own using QR codes.
Year 3	**Learning to be e-safe** *Children to practice basic skills for computing.* *Children learn how to log in and access different websites or apps using computers, iPads and laptops.* *Children should be aware of the careers availed through technology.* Cyberbullying, Websites advertisements, Privacy and passwords,	**Learning to be e-safe** Safely send and receive emails, Communicate online, Use knowledge about online safety to plan a party. www.thinkuknow.co.uk Children explore website linked to age.	**Learning to be computer scientists** Coding - Explain how simple algorithms work and start to spot errors, Write and debug simple programs that accomplish specific goals.	**Learning to be computer scientists** Coding - Pupils repeated procedures in their programs, Understand the need for accuracy using programs.	**Learning to be Creators** Use and combine a variety of software to design and create digital media, Pupils will collect and present data accurately.	**Learning to be Creators** Search technology effectively to locate appropriate resources needed for their work. Understand the principles of animation.
Year 4	**Learning to be e-safe** *Children to practice basic skills for computing.* *Children learn how to log in and access different websites or apps using*	**Learning to be e-safe** Create a safe online profile, Be a responsible digital citizen, create an online safety superhero character	**Learning to be computer scientists** Coding - Explain how algorithms work and will be able to detect errors.	**Learning to be computer scientists** Coding - Pupils write a procedure that instructs to draw a flower.	**Learning to be Creators** Use and combine a variety of software to design and create digital and printed presentations,	**Learning to be Creators** Collect and analyse and present data accurately, Record a film and make simple edits.

Computing Curriculum Map

	computers, iPads and laptops. *Children should be aware of the careers availed through technology.* Identify how a message can hurt someone's feelings, use a search engine accurately, 'Plagiarism' and how to avoid it,	www.thinkuknow.co.uk Children explore website linked to age	Write and debug programs that accomplish specific goals, Repeat procedures in their programs.	Pupils apply knowledge of the importance of accuracy when giving instructions.		
Year 5	**Learning to be e-safe** *Children to practice basic skills for computing.* *Children learn how to log in and access different websites or apps using computers, iPads and laptops.* *Children should be aware of the careers availed through technology.* identify spam emails, write citations for the websites I use, Create strong passwords,	**Learning to be e-safe** How photographs we see online may have been edited. Apply online safety rules to real-life scenarios, www.thinkuknow.co.uk Children explore website linked to age	**Learning to be computer scientists** Coding - Write programs that control or simulate physical systems, Solve problems by decomposing them into smaller parts.	**Learning to be computer scientists** Coding - Use their knowledge of the importance of accuracy when giving instructions, Understand how input\ output devices work.	**Learning to be Creators** Recognise technology that can be used to alter and manipulate images, Use and combined a variety of software to design and create digital and printed media.	**Learning to be Creators** Explore and create a 3D animation, Recognise the benefit of using a spreadsheet to manipulate data.
Year 6	**Learning to be e-safe** *Children to practice basic skills for computing.* *Children learn how to log in*	**Learning to be e-safe** identify how the media play a powerful role in	**Learning to be computer scientists** Coding - Debug programs that	**Learning to be computer scientists** Coding - Pupils will be able to use logical	**Learning to be Creators** Combined a variety of software to design	**Learning to be Creators** Understand computer network

Computing Curriculum Map

	and access different websites or apps using computers, iPads and laptops. *Children should be aware of the careers availed through technology.* identify good strategies to deal with cyberbullying, Identify secure websites, Identify information that I should never share,	shaping ideas about girls and boys, Apply my online safety knowledge to my online, use my knowledge of online safety to create a multiple choice quiz www.thinkuknow.co.uk Children explore website linked to age	accomplish specific goals, Solve problems by decomposing them into smaller parts.	reasoning to explain how simple algorithms work and to detect and correct errors, Apply knowledge of the importance of accuracy when giving instructions.	and create a digital presentation for an audience, Pupils collect and analyse and present data accurately within a spreadsheet.	including the internet, Recognise how these services offer opportunities for communication and collaboration, Use search engines effectively for research.