



Computing, IT and Business Learning Map



Year	Autumn		Spring		Summer	
	Aims		Children to practice basic skills for computing through each term. 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. Children should produce a final outcome that demonstrates skills learnt at the end of each half term. Children should have the opportunities to display, present or demonstrate their outcomes.			
Nursery	Understanding The World Technology (22-36 months) Continuous Provision		Lockdown learning ESafety - Basic computer skills		Understanding The World Technology (30-50 months) Continuous Provision	
Reception	Understanding The World Technology 40-60 months) Continuous Provision		Lockdown learning Esafety – Basic computer skills	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off.	Understanding The World Technology (ELG) Continuous Provision	
Year 1	Learning to be E-Safe	Learning to use Mouse and Keyboard Skills	https://www.ilearn2.co.uk/early-years-curriculum.html		Learning to add Text and Images	Learning to Program and Code
			Lockdown learning Home – introduction to coding/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off		
Year 2	Learning to be E-Safe	Learning uses for Technology	https://www.ilearn2.co.uk/planningks1.html		Learning to use Data Handling	Learning to Program and Code
			Lockdown learning Home – creating an ebook/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using		
Year 3	Learning to be E-Safe	Learning to create a Digital Comic	https://www.ilearn2.co.uk/planningks1.html		Learning to Program and Code	Learning to Edit a Document
			Lockdown learning Home – introduction to coding/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off		
Year 4	Learning to be E-Safe	Learning to create an Ebook	https://www.ilearn2.co.uk/year3.html		Learning to Program and Code	Learning to design an App
			Lockdown learning Home – internet research/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off		

	https://www.ilearn2.co.uk/year4.html					
Year 5	Learning to be E-Safe	Learning to create an Ebook	Lockdown learning Home – introduction to data handling/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off	Learning to use Data Handling	Learning to Program and Code
	https://www.ilearn2.co.uk/year5preview.html					
Year 6	Learning to be E-Safe	Learning to Program and Code Or Learning the History of computing	Lockdown learning Home – history of computing continued/ Esafety day. School – basic computing skills/ Esafety day.	Basic skills – recovery curriculum Logging in, typing skills, basic document editing, saving work, using seesaw, logging off, turning off	Learning to Program and Code Or Learning the History of computing	Learning to edit an image
	https://www.ilearn2.co.uk/year6preview.html					

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 7	E- Safety & Multi Media. Students will develop their understanding of staying safe online and in the digital world. They will produce a multimedia presentation to consolidate their learning. Mini Assessment Point	Spreadsheet Modelling. Students will develop their modelling skills using Microsoft Excel. The students will create a variety of spreadsheets that incorporate formulas, functions and IF Statements. Students will use charts to display their findings and will develop an understanding of how spreadsheets can be used. Mini Assessment Point	MicroBits. Students will develop their knowledge of basic programming using the MicroBit website and MicroBit computers. Mini Assessment Point	Games Design An introduction to Game Maker basic programming software where students design a game. Students will be expected to plan, create and evaluate a maze game of their choosing using the comic strip from the previous unit. Mini Assessment Point	Games Design An introduction to Game Maker basic programming software where students design a game. Students will be expected to plan, create and evaluate a maze game of their choosing using the comic strip from the previous unit. Mini Assessment Point	Games Design An introduction to Game Maker basic programming software where students design a game. Students will be expected to plan, create and evaluate a maze game of their choosing using the comic strip from the previous unit.
Year 8	E Safety. Students will build upon their learning from year 7, covering topics including Cyber bullying, social media and the ways in which apps / devices should be used sensibly. They will complete a paper-based assessment at the end of the unit to show their understanding of the topic. Mini Assessment Point E- Safety & Multi Media Use of online technology and office 365 and email. Creating interactive multimedia products about E-Safety • plan an interactive multimedia product • create an interactive multimedia product Mini Assessment Point	Database Students will have an introduction to data handling software (MS Access). Students will learn to sort, search and present findings from a large data set and understand how this may be used in a real life setting. Mini Assessment Point Creating interactive multimedia products about E-Safety Use of online technology and office 365 and email. Creating interactive multimedia products about E-Safety • plan an interactive multimedia product • create an interactive multimedia product Mini Assessment Point	Representation of Data Students will build their knowledge and understanding of Binary. Students will begin to look at data and how binary is converted to denary and vice versa. Simple binary addition will be covered along with some basic logic gates. Mini Assessment Point Developing Digital Graphics Students will learn how to edit and manipulate digital graphics. • File Formats • Compression • Legislation Mini Assessment Point	Representation of Data Students will build their knowledge and understanding of Binary. Students will begin to look at data and how binary is converted to denary and vice versa. Simple binary addition will be covered along with some basic logic gates. Mini Assessment Point Developing Digital Graphics Students will learn how to edit and manipulate digital graphics. • File Formats • Compression • Legislation Mini Assessment Point	Web Design Students will develop their skills in Web Design Software Mini Assessment Point Pre-Production Documents Understand the purpose, content and uses of different pre-production documents, purpose, where are they used and content. • Computer Systems • Hardware & Software • Pre-Production documents Mini Assessment Point	Games Design. Students will continue to develop their knowledge and skills using Game Maker programming software where students design a platform game. Students will be expected to plan, create and evaluate a game of their choosing. Pre-Production Documents Understand the purpose, content and uses of different pre-production documents, purpose, where are they used and content. • Computer Systems • Hardware & Software • Pre-Production documents
Year 9	Computing RO87 Creating interactive multimedia products (Coursework) LO1 & LO2 LO1 Understand the uses and properties of interactive multimedia product LO2 Be able to plan an interactive multimedia product	Computing RO87 Creating interactive multimedia products (Coursework) LO3 & LO4 LO1 Understand the uses and properties of interactive multimedia product LO2 Be able to plan an interactive multimedia product	Computing RO87 Submission. RO81 planning the product of media products. (Exam Preparation) Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents
Year 10	Computing RO87 Creating interactive multimedia products (Coursework) LO1 & LO2 LO1 Understand the uses and properties of interactive multimedia product LO2 Be able to plan an interactive multimedia product	Computing RO87 Creating interactive multimedia products (Coursework) LO3 & LO4 LO1 Understand the uses and properties of interactive multimedia product LO2 Be able to plan an interactive multimedia product	Computing RO87 Submission. RO81 planning the product of media products. (Exam Preparation) Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents

			• Understanding pre-production concepts by applying knowledge to specific scenarios	• Understanding pre-production concepts by applying knowledge to specific scenarios	• Understanding pre-production concepts by applying knowledge to specific scenarios	• Understanding pre-production concepts by applying knowledge to specific scenarios
	Business Theme 1 – 1.1 Enterprise and Entrepreneurship Theme 1 – 1.2 Spotting a business opportunity		Business Theme 1 – 1.3 Putting a business idea into practice. Theme 1 – 1.4 Making the business effective.		Business Theme 1 – 1.5 Understanding external influences on businesses Theme 2 – 2.1 Growing the business	
Year 11	Computing RO81 planning the product of media products. (Exam Preparation). Computing RO87 Creating interactive multimedia products RO81 • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents • Understanding pre-production concepts by applying knowledge to specific scenarios RO87 Creating interactive multimedia products LO1 Understand the uses and properties of interactive multimedia product LO2 Be able to plan an interactive multimedia product	Computing RO81 planning the product of media products. (Exam Preparation). Computing RO87 Creating interactive multimedia products RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents • Understanding pre-production concepts by applying knowledge to specific scenarios Computing RO87 Creating interactive multimedia products LO3 Be able to create an interactive multimedia product LO4 Be able to review an interactive multimedia product	Computing RO81 Exam & RO87 Submission. RO81 planning the product of media products. (Exam Preparation). Computing RO87 Creating interactive multimedia products RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents • Understanding pre-production concepts by applying knowledge to specific scenarios	RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents • Understanding pre-production concepts by applying knowledge to specific scenarios	Computing RO81 planning the product of media products. (Exam Preparation) • Knowledge of preproduction concepts, techniques, research, legislation and planning considerations. • Skills in creating and reviewing the different types of pre-production documents • Understanding pre-production concepts by applying knowledge to specific scenarios Computing RO81 Exam.	
	Business Theme 2 – 2.1 Business Growth Theme 2 – 2.2 Making marketing decisions		Business Theme 2 – 2.3 Making Operational Decisions Theme 2 – 2.4 Making Financial Decisions		Business Theme 2 – 2.5 Making Human Resources Decisions. Exam Revision and sitting of exams.	

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