

Computing, IT and Business Learning Map

Year	A	utumn	Sp	ring	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		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 Prevision	
			https://www.ilearn2.co.u	k/early-years-curriculum.html		
Year 1	Learning to be E-Safe	Learning to use Mouse and Keyboard Skills	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	Learning to add Text and Images	Learning to Program and Code
			https://www.ilearn2	.co.uk/planningks1.html		
Year 2	Learning to be E-Safe	Learning uses for Technology	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	Learning to use Data Handling	Learning to Program and Code
			https://www.ilearn2	.co.uk/planningks1.html		
Year 3	Learning to be E-Safe	Learning to create a Digital Comic	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	Learning to Program and Code	Learning to Edit a Document
	https://www.ilearn2.co.uk/year3.html					
Year 4	Learning to be E-Safe	Learning to create an Ebook	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	Learning to Program and Code	Learning to design an App



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	https://www.ilearn2.co.uk/year4.html					
	Learning to be E-Safe	Learning to create an Ebook	Lockdown learning	Basic skills – recovery	Learning to use Data Handling	Learning to Program and Code
			Home – introduction to data	curriculum		
Year 5			handling/ Esafety day.	Logging in, typing skills, basic		
			School – basic computing	document editing, saving		
			skills/ Esafety day.	work, using seesaw, logging		
				off, turning off		
			1	2.co.uk/year5preview.html	Learning to Dreamon and Code	Leoning to adit on image
	Learning to be E-Safe	Learning to Program and Code	Lockdown learning Home – history of computing	Basic skills – recovery curriculum	Learning to Program and Code	Learning to edit an image
		Or	continued/ Esafety day.	Logging in, typing skills, basic	Or	
Year 6			School – basic computing	document editing, saving		
		Learning the History of	skills/ Esafety day.	work, using seesaw, logging	Learning the History of	
		computing	Skillsy Estilety day.	off, turning off	computing	
			https://www.ilearn2	.co.uk/year6preview.html	·	
Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	E- Safety & Multi Media.	Spreadsheet Modelling.	MicroBits.	Games Design	Games Design	Games Design
	Students will develop their	Students will develop their	Students will develop their	An introduction to Game Maker	An introduction to Game Maker basic	An introduction to Game Maker
	understanding of staying safe online and in the digital world. They	modelling skills using Microsoft Excel. The students will create a	knowledge of basic programming using the MicroBit	basic programming software where students design a game. Students	programming software where students design a game. Students will be	basic programming software where students design a game. Students
Year 7	will produce a multimedia	variety of spreadsheets that	website and MicroBit computers.	will be expected to plan, create and	expected to plan, create and evaluate	will be expected to plan, create and
	presentation to consolidate their	incorporate formulas, functions and	Mini Assessment Point	evaluate a maze game of their	a maze game of their choosing using	evaluate a maze game of their
	learning. Mini Assessment Point	IF Statements. Students will use charts to display their findings and		choosing using the comic strip from the previous unit.	the comic strip from the previous unit. Mini Assessment Point	choosing using the comic strip from the previous unit.
		will develop an understanding of		Mini Assessment Point		· ·
		how spreadsheets can be used. Mini Assessment Point				
	E Safety.	Database	Representation of Data	Representation of Data	Web Design	Games Design.
	Students will build upon their	Students will have an introduction	Students will build their	Students will build their knowledge	Students will develop their skills in	Students will continue to develop
	learning from year 7, covering topics including Cyber bullying,	to data handling software (MS Access). Students will learn to sort,	knowledge and understanding of Binary. Students will begin to	and understanding of Binary. Students will begin to look at data	Web Design Software Mini Assessment Point	their knowledge and skills using Game Maker programming
Year 8	social media and the ways in which	search and present findings from a	look at data and how binary is	and how binary is converted to		software where students design a
	apps / devices should be used	large data set and understand how	converted to denary and vice	denary and vice versa. Simple		platform game. Students will be
	sensibly. They will complete a paper-based assessment at the	this may be used in a real life setting.	versa. Simple binary addition will be covered along with some	binary addition will be covered along with some basic logic gates.		expected to plan, create and evaluate a game of their choosing.
	end of the unit to show their	Mini Assessment Point	basic logic gates.	Mini Assessment Point		
	understanding of the topic. Mini Assessment Point		Mini Assessment Point			
	E- Safety & Multi Media	Creating interactive multimedia	Developing Digital Graphics	Developing Digital Graphics	Pre-Production Documents	Pre-Production Documents
	Use of online technology and office	products about E-Safety	Students will learn how to edit	Students will learn how to edit and	Understand the purpose, content and	Understand the purpose, content
	365 and email. Creating interactive multimedia	Use of online technology and office 365 and email.	and manipulate digital graphics. File Formats 	manipulate digital graphics.File Formats	uses of different pre-production documents, purpose, where are they	and uses of different pre-production documents, purpose, where are
Veer 0	products about E-Safety	Creating interactive multimedia	Compression	Compression	used and content.	they used and content.
Year 9	plan an interactive multimedia	products about E-Safety	Legislation	Legislation	Computer Systems	Computer Systems
	product create an interactive multimedia 	 plan an interactive multimedia product 	Mini Assessment Point	Mini Assessment Point	 Hardware & Software Pre-Production documents 	Hardware & Software Pre-Production documents
	product	create an interactive multimedia			Mini Assessment Point	
	Mini Assessment Point	product Mini Assessment Point				
	Computing RO87 Creating	Computing RO87 Creating	Computing RO87 Submission.	Computing RO81 planning the	Computing RO81 planning the	Computing RO81 planning the
	interactive multimedia products	interactive multimedia products	RO81 planning the product of	product of media products.	product of media products. (Exam	product of media products.
	(Coursework) LO1 & LO2 LO1 Understand the uses and	(Coursework) LO3 & LO4 LO1 Understand the uses and	media products. (Exam	(Exam Preparation)	Preparation)Knowledge of preproduction	(Exam Preparation)
V 40	properties of interactive multimedia	properties of interactive multimedia	Preparation) Knowledge of preproduction	 Knowledge of preproduction concepts, techniques, research, 	 Knowledge of preproduction concepts, techniques, research, 	 Knowledge of preproduction concepts, techniques, research,
Year 10	product	product	concepts, techniques, research,	legislation and planning	legislation and planning	legislation and planning
	LO2 Be able to plan an interactive multimedia product	LO2 Be able to plan an interactive	legislation and planning considerations.	considerations.Skills in creating and reviewing	considerations.Skills in creating and reviewing the	considerations.Skills in creating and reviewing
		multimedia product	Skills in creating and reviewing	the different types of pre-production	different types of pre-production	the different types of pre-production
			the different types of pre-	documents	documents	documents
			production documents			

			Understanding pre-production concepts by applying knowledge to specific scenarios	 Understanding pre-production concepts by applying knowledge to specific scenarios 	Understanding pre-pro concepts by applying kn 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 Understa Theme 2 – 2.1 Growing
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		Computing R081 plan product of media prod Preparation) • Knowledge of prepro concepts, techniques, legislation and plannin considerations. • Skills in creating and the different types of p production documents • Understanding pre-pr concepts by applying to specific scenarios Computing R081 Exam
	Business Theme 2 – 2.1 Business Growth Theme 2 – 2.2 Making marketing dec	cisions	Business Theme 2 – 2.3 Making Operational Decisions Theme 2 – 2.4 Making Financial Decisions		Business Theme 2 – 2.5 Making F Exam Revision and sit

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production knowledge to	Understanding pre-production concepts by applying knowledge to specific scenarios		
ing the business	influences on businesses		
lanning the roducts. (Exam			
production es, research, ming			
and reviewing of pre- ents e-production ng knowledge os			
xam.			

ng Human Resources Decisions. sitting of exams.