Computing Curriculum Map

Class	Year	Autumn	Spring	Summer
Willow (Y1 and Y2) 	A	Digital painting	Digital writing	Creating animations in programs
	B	Information technology in the world beyond school	Using IT to organise and present data	Building sequences in programs
Hazel (Y3 and Y4) 	A	Computer networks Stop-frame animation	Programming sequence using sound Organising data using databases	Desktop publishing Events and actions in programs
	B	The internet Audio production	Repetition in programs Data logging	Photo editing Using repetition in programming to create a game
Oak (Y5 and Y6) 	A	Introduction to computer systems Video production	Exploring selection in physical computing Flat-file databases	Introduction to vector graphics Using selection in programming to develop a quiz
	B	Communication and the internet Web page creation	Using variables in programming to develop a game Introduction to spreadsheets	3D modelling Sensing movement with physical computing

I can do all things through Him who strengthens me.
Philippians 4:13

Computing Threads Map

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Algorithms and data structures	Computing systems	Creating media	Data and information	Design and development	Effective use of tools	Networks	Programming	Safety and security
Creating animations in programs Building sequences in programs Programming sequence using sound Organising data using databases Repetition in programs Introduction to computer systems Using variables in programming to develop a game	Information technology in the world beyond school Computer networks Data logging Introduction to computer systems Exploring selection in physical computing Sensing movement with physical computing	Digital painting Digital writing Stop-frame animation Desktop publishing Audio production Photo editing Video production Introduction to vector graphics Web page creation 3D modelling	Using IT to organise and present data Organising data using databases Data logging Flat-file databases Introduction to spreadsheets	Stop-frame animation Events and actions in programs Using repetition in programming to create a game Video production Using selection in programming to develop a quiz Web page creation 3D modelling	Digital painting Digital writing Using IT to organise and present data Desktop publishing Flat-file databases Introduction to vector graphics Introduction to spreadsheets	Computer networks The internet Communication and the internet	Creating animations in programs Building sequences in programs Programming sequence using sound Events and actions in programs Repetition in programs Using repetition in programming to create a game Exploring selection in physical computing Using selection in programming to develop a quiz Using variables in programming to develop a game Sensing movement with physical computing	Information technology in the world beyond school Desktop publishing The internet Audio production Photo editing Communication and the internet Web page creation

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