Computing Systems and Networks

Creating Media

Programming

Data and Information

Year A (Even Year)

Whole School Curriculum Map

Computing

	Autumn		Spring		Summer	
Holly Class	**Awesome Autumn** Explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills	**Winter Warmers** Snowmen scarves and patterns, creating igloos and bird feeders- all take centre stage in our three winter themed activities.	**Super Space** Includes 3 space themed activities to develop pupil's computational thinking and problem solving skills. Include creating algorithms and spotting patterns.	**Spring Time** Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.	**Boats Ahoy** Takes children on a journey of discovery as they investigate boats.	**Summer Fun** Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams.
Maple Class	**Technology Around Us** Recognising technology in school and using it responsibly.	**Digital Painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Moving a Robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Pictograms** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Digital Writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Programming Animations** Designing and programming the movement of a character on screen to tell stories.
Willow Class	**Connecting Computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Data Logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game
Rowan Class	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Audio Production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Selection in Physical Computing** Exploring conditions and selection using a programmable Microcontroller.	**Flat-file Databases** Using a database to order data and create charts to answer questions	**Introduction to Vector Graphics** Creating images in a drawing program by using layers and groups of objects.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.

Oak Class	**Communication and Collaboration** Exploring how data is transferred by working collaboratively online.	**Webpage Creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	**Variables in Games** Exploring variables when designing and coding a game.	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects.	**Sensing Movement** Designing and coding a project that captures inputs from a physical device.
Year B (Odd Year)	Autumn		Spring		Summer	
Holly Class	**Awesome Autumn** Explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills	**Winter Warmers** Snowmen scarves and patterns, creating igloos and bird feeders- all take centre stage in our three winter themed activities.	**Super Space** Includes 3 space themed activities to develop pupil's computational thinking and problem solving skills. Include creating algorithms and spotting patterns.	**Spring Time** Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.	**Boats Ahoy** Takes children on a journey of discovery as they investigate boats.	**Summer Fun** Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams.
Maple Class	**Information Technology Around Us**	**Digital Painting**	**Robot Algorithms**	**Grouping Data**	**Digital Music**	**Programming Quizzes**
Willow Class	**The Internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Sequencing Sounds** Creating sequences in a block-based programming language to make music.	**Branching Databases** Building and using branching Databases to group objects using yes/no questions.	**Desktop Publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Repetition in Games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game

Rowan Class	**Systems and Searching** Recognising IT systems in the world and how some can enable searching on the internet.	**Video Production** Planning, capturing, and editing video to produce a short film.	**Repetition in Shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Flat-File Databases** Using a database to order data and create charts to answer questions	**Photo Editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Selection in Quizzes** Exploring selection in programming to design and code an interactive quiz.
Oak Class	**Communication and Collaboration** Exploring how data is transferred by working collaboratively online.	**Webpage Creation** Designing and creating webpages, considering copyright, aesthetics, and navigation.	**Variables in Games** Exploring variables when designing and coding a game.	**Introduction to Spreadsheets** Answering questions by using spreadsheets to organise and calculate data.	**3D Modelling** Planning, developing, and evaluating 3D computer models of physical objects.	**Sensing Movement** Designing and coding a project that captures inputs from a physical device.