

West Winch Primary School Curriculum Map Overview - COMPUTING

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Taught as part of All About Me	Taught as part of Light, Dark & Colour	Taught as part of People Who Help Us	Taught of part of Growing	Taught as part of Minibeasts	Taught as part of The Great Outdoors
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Programming animations
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information - pictograms	Creating media – Digital music	Programming B – Programming quizzes
Year 3	Computing systems and networks – connecting computers	Creating media – stop frame animation	Programming A – Sequencing sounds	Data and information – branching databases	Creating media – Desktop publishing	Programming – Events and actions in programs
Year 4	Computing Systems and Networks – The internet	Creating Media – Audio Production	Programming A – Repetition in Shapes	Data and information – Data Logging	Creating Media – Photo Editing	Programming B – Repetition in Games
Year 5	Computing systems and networks – systems and searching	Creating Media – Video Production	Programming A – Selection in physical computing	Data and Information – Flat-file databases (Living things and Habitats)	Creating Media – Introduction to Vector Graphics (Google Drawings)	Programming B – Selection in Quizzes (Scratch)
Year 6	Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information - Spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing Movement