Dog Kennel Hill Primary School
Computing Curriculum Map 2020-2021

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	**Computing systems and networks** **Technology around us** Recognise common uses of information technology beyond school.	**Computing systems and networks** **IT around us** Recognise common uses of information technology beyond school.	**Computing systems and networks** **Connecting computers** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration	**Computing systems and networks** **The Internet** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration	**Computing systems and networks** **Sharing information** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration	**Computing systems and networks** **Communication** Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration
Autumn 2	**Creating media** **Digital painting** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	**Creating media** **Digital photography** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	**Creating media** **Animation** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Creating media** **Audio editing** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Creating media** **Vector drawing** Select, use and combine a variety of software (including internet services) on a range of digital devices to Design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Creating media** **3D Modelling** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

	Creating media	Creating media	Creating media	Creating media	Creating media	Creating media
Spring 1	**Digital writing** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	**Making music** Use technology purposefully to create, organize, store, manipulate, and retrieve digital content	**Desktop publishing** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Photo editing** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Video editing** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Web page creation** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Spring 2	**Data and information** **Grouping data** Use technology purposefully to create, organize, store, manipulate and retrieve digital content	**Data and information** **Pictograms** Use technology purposefully to create, organize, store, manipulate and retrieve digital content	**Data and information** **Branching databases** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Data and information** **Data logging** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Data and information** **Flat-file databases** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**Data and information** **Spreadsheets** Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Summer 1	Programming A **Moving a robot** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming A **Robot algorithms** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming A **Sequence in music** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Programming A **Repetition in shapes** Use sequence, Selection, and repetition in programs; work with variables and various forms of input and output	Programming A **Selection in physical computing** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Programming A **Variables in games** Use sequence, Selection, and repetition in programs; work with variables and various forms of input and output
Summer 2	Programming B **Introduction to animation** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming B **An introduction to quizzes** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Programming B **Events and actions** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Programming B **Repetition in games** Use sequence, Selection, and repetition in programs; work with variables and various forms of input and output	Programming B **Selection in quizzes** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Programming B **Sensing** Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts