



DOG KENNEL HILL PRIMARY SCHOOL

Year 1 Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	Computing systems & networks: Technology around us <ul style="list-style-type: none"> Define and use technology Mouse and keyboard skills Computer safety 		Data & information: Grouping data <ul style="list-style-type: none"> Match, count, compare and describe groups of objects Answer questions about groups of objects 		Programming: Moving a robot <ul style="list-style-type: none"> Predict, run and match commands using Bee-Bots Follow and give instructions using directions Debug programs 	

Year 2 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	Creating media: Digital photography <ul style="list-style-type: none"> Capturing and editing digital photographs with lighting and effects Understanding what makes a good photo and the differences between landscape/ portrait 			Programming A: Robot algorithms <ul style="list-style-type: none"> Follow, give and order a sequence of instructions Predict the outcome of a program Design, create, test and debug a mat and algorithm for a floor robot 		Programming B: An introduction to quizzes <ul style="list-style-type: none"> Create, change and improve a program using both a given design and their own design in ScratchJr



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Year 3 Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	Computing systems & networks: Connecting computers <ul style="list-style-type: none"> • Develop understanding of digital devices, • Compare digital & non- digital devices • Be introduced to computer networks • Discover the benefits of connecting devices in a network. 			Programming A: Sequence in music <ul style="list-style-type: none"> • Explore sequencing in programming using Scratch. • Be introduced to a selection of motion, sound, and event blocks • Create own programs with sequences. • Make a representation of a piano. 		Programming B: Events and actions <ul style="list-style-type: none"> • Explore links between events and actions, • Move a sprite in four directions • Explore movement within the context of a maze • Design and code their own maze-tracing program.



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Year 4 Curriculum Map



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	Computing systems & networks: The Internet <ul style="list-style-type: none"> Describe how networks physically connect to other networks and how these make up the internet Create and evaluate the reliability of online content 		Programming A: Repetition in shapes <ul style="list-style-type: none"> Understand the importance of accuracy in programming Create and debug a programme in Logo 		Creating media: Photo editing <ul style="list-style-type: none"> Edit and change the composition of images using a range of tools and evaluate their effect Understand and reflect on the use of fake images 	

Year 5/6 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing	Computing Systems & Networks: Communication <ul style="list-style-type: none"> Use and understand how search engines work Understand how we communicate using technology 	Creating Media: Web page creation <ul style="list-style-type: none"> Create and evaluate a website, considering copyright and navigation paths, on Google Sites Identify what makes a good web page 				Programming A: Variables in games <ul style="list-style-type: none"> Understand variables in programming through games in Scratch Create and modify variables to create a simulation of a scoreboard