Computing curriculum map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Barefoot 'Busy Bodies' Parts of our bodies		Barefoot 'Winter Warmers' Scarves for snowmen		Barefoot 'Summer Fun' Seaside Fun Tangrams	
Reception	Barefoot 'Awesome Autumn' Autumn garlands		Barefoot 'Springtime' Seed sequencing		Barefoot 'Boats Ahoy' What makes a good boat? Is this a good boat?	
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 - Technology around us	Creating media - Digital music	Programming A – Robot Algorithms	Creating media – Digital Photography	Programming B – Programming Quizzes	Data and information - Pictograms
Year 3	Computing systems and networks - Connecting computers	Creating media - Desktop Publishing	Data and information – Branching databases	Programming A – Sequencing sounds	Creating media – Stop-frame animation	Programming B – Events and actions in programs
Year 4	Computing systems and network – The Internet	Creating media – Audio production	Programming A – Repetition in shapes	Creating media – Photo editing	Data and information – Data logging/ Introduction to Microbits	Programming B – Repetition in games

Year 5	Computing Systems and Networks – Systems and searching	Data and information - Flat-file Databases	Creating Media – Video Production	Programming A – Selection in physical computing/ Musical Micro:bit	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes
Year 6	Computing systems and networks - Communication and collaboration	Programming A – Variables in games	Data and information - Introduction to spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement	Creating media - Web page creation