

Mayflower Primary Curriculum Map

Subject: Computing

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Nursery	<i>Content:</i> Devices Identifying different devices, their different uses and how to control them. <i>Online Safety Session</i>	<i>Content:</i> Drawing and Painting Using drawing and painting apps to document experiences and create portraits.	<i>Content:</i> Patterns Creating patterns and predicting continuing patterns in different contexts.	<i>Content:</i> Programming Exploring Beebots to create simple programmes.	<i>Content:</i> Photography Taking photographs to document experiences, portraits.	<i>Content:</i> Sound Using devices to record and listen back to different types of sounds.
	Reception						
KS1	Year 1	<i>Content:</i> Technology Around Us. Recognising technology in school and using it responsibly. <i>Online Safety Session</i>	<i>Content:</i> Digital Painting. Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	<i>Content:</i> Moving a Robot. Writing short algorithms and programs for floor robots, and predicting program outcomes.	<i>Content:</i> Grouping Data. Exploring object labels, then using them to sort and group objects by properties.	<i>Content:</i> Digital Writing. Using a computer to create and format text, before comparing to writing non-digitally.	<i>Content:</i> Programming Animations. Designing and programming the movement of a character on screen to tell stories.
	Year 2	<i>Content:</i> Information Technology Around Us. Identifying IT and how its responsible use improves our world in school and beyond. <i>Online Safety Session</i>	<i>Content:</i> Digital Photography. Capturing and changing digital photographs for different purposes.	<i>Content:</i> Robot Algorithms. Creating and debugging programs, and using logical reasoning to make predictions.	<i>Content:</i> Pictograms. Collecting data in tally charts and using attributes to organise and present data on a computer.	<i>Content:</i> Making Music. Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<i>Content:</i> An Introduction to Quizzes. Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
KS2	Year 3	<i>Content:</i> Connecting Computers. Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. <i>Online Safety Session</i>	<i>Content:</i> Stop-frame Animation. Capturing and editing digital still images to produce a stop-frame animation that tells a story	<i>Content:</i> Sequence in Music. Creating sequences in a block-based programming language to make music.	<i>Content:</i> Branching Databases. Building and using branching databases to group objects using yes/no questions.	<i>Content:</i> Desktop Publishing. Creating documents by modifying text, images, and page layouts for a specified purpose.	<i>Content:</i> Events and Actions. Writing algorithms and programs that use a range of events to trigger sequences of actions.
	Year 4	<i>Content:</i> The Internet. Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. <i>Online Safety Session</i>	<i>Content:</i> Audio Editing. Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	<i>Content:</i> Repetition in Shapes. Using a text-based programming language to explore count-controlled loops when drawing shapes.	<i>Content:</i> Data Logging. Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<i>Content:</i> Photo Editing. Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	<i>Content:</i> Repetition in Games. Using a block-based programming language to explore count-controlled and infinite loops when creating a game.
	Year 5	<i>Content:</i> Sharing Information. Identifying and exploring how information is shared between digital systems. <i>Online Safety Session</i>	<i>Content:</i> Video Editing. Planning, capturing, and editing video to produce a short film.	<i>Content:</i> Selection in Physical Computing. Exploring conditions and selection using a programmable microcontroller.	<i>Content:</i> Flat-file Databases. Using a database to order data and create charts to answer questions.	<i>Content:</i> Vector Drawing. Creating images in a drawing program by using layers and groups of objects.	<i>Content:</i> Selection in Quizzes. Exploring selection in programming to design and code an interactive quiz.
	Year 6	<i>Content:</i> Communication. Recognising how the WWW can be used to communicate and be searched to find information. <i>Online Safety Session</i>	<i>Content:</i> Webpage Creation. Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	<i>Content:</i> Variables in Games. Exploring variables when designing and coding a game.	<i>Content:</i> Introduction to Spreadsheets. Answering questions by using spreadsheets to organise and calculate data.	<i>Content:</i> 3D Modelling. Planning, developing, and evaluating 3D computer models of physical objects.	<i>Content:</i> Sensing. Designing and coding a project that captures inputs from a physical device.

