

Teach Computing Curriculum Map Whole School 2023

Online safety

EY FS	All aspects of computing are taught through the inclusion of devices/digital technology throughout continuous provision. Children are exposed to a range of devices including Bee-Bots, iPads, desktop PCs and cameras. Online Safety is taught throughout the year.					
Y1	Technology around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us	Digital Painting https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting	Moving a Robot https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot	Grouping Data https://teachcomputing.org/curriculum/key-stage-1/data-and-information-grouping-data	Digital Writing https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing	Introduction to Self-Image https://teachcomputing.org/curriculum/key-stage-1/programming-b-introduction-to-animation
Y2	It around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	Digital Photography https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography	Robot Algorithms https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms	Pictograms https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms	Digital Music https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music	Programming Quizzes https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes
Y3	Connecting Computers https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers	Stop Frame Animation https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation	Sequencing Sounds https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music	Branching databases https://teachcomputing.org/curriculum/key-stage-2/data-and-information-branching-databases	Desktop publishing https://teachcomputing.org/curriculum/key-stage-2/creating-media-desktop-publishing	Events and actions in programs https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions
Y4	The internet https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-the-internet	Audio Production https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing	Repetition in shapes https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes	Data Logging https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging	Photo Editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing	Programming - repetition in games https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games
Y5	Systems and Searching https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-searching	Video Production https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-production	Programming - Physical computing https://teachcomputing.org/curriculum/key-stage-2/programming-a-physical-computing	Flat file databases https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases	Vector Graphics https://teachcomputing.org/curriculum/key-stage-2/creating-media-vector-graphics	Programming B - quizzes https://teachcomputing.org/curriculum/key-stage-2/programming-b-quizzes

	2/computing-systems-and-networks-sharing-information	2/creating-media-video-editing	2/programming-a-selection-in-physical-computing	and-information-flat-file-databases	2/creating-media-vector-drawing	2/programming-b-selection-in-quizzes
Y6	<p>Communication and collaboration</p> <p>https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-communication</p>	<p>Web page creation</p> <p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation</p>	<p>Programming - variables in games</p> <p>https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games</p>	<p>Spreadsheets</p> <p>https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets</p>	<p>3d Modelling</p> <p>https://teachcomputing.org/curriculum/key-stage-2/creating-media-3d-modelling</p>	<p>Programming - sensing movement</p> <p>https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing</p>