



Computing Curriculum Map

Programming
Alter the house drawing using Python commands; use comments to show a level of understanding around what their code does.

```
# Times tables in Python
input = 10
# Iterate 10 times from i = 1 to 10
for i in range(1, 11):
    print(input * i, "\n", input * i)
```

Intro to Python

Big data

Data Handling
Pupils will learn why barcodes and QR codes were created; and explain how infrared can be used to transmit a Boolean type signal.

Online Safety
This unit will allow pupils to fully demonstrate a developed of understanding of e-safety gained throughout their time in school



E-Safety Y6

YEAR 6

Programming
Pupils will Code a piece of music that combines a variety of structures. Use loops in their programming. Recognise that programming music is a way to apply their skills.

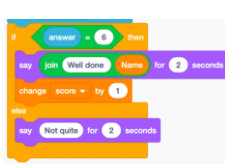
Programming music

Creating Media
Pupils will learn the key skills of decomposing animations into a series of images; and using video editing software to animate.

Stop motion animation



Data Handling
Pupils will learn how to search the internet for data; design a device that gathers and records sensor data; and record data in a spreadsheet independently.

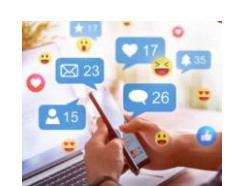


Investigating weather



Further coding with Scratch

YEAR 5



E-Safety Y5

Online Safety
Pupils will begin to focus on online bullying and continue to recognise when health and wellbeing are being affected in either a positive or negative way through online use.

Online Safety
Pupils will look at some of the positive and negative distractions of using technology and small strategies on how to reduce the amount of time spent on technology

E-Safety Y4

YEAR 4

Computing systems and Networks
Pupils will learn all about networks including the internet and explain some of the journey a website goes through to reach your computer



Networks and the internet

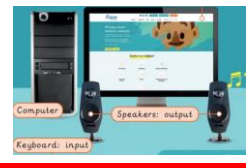
Creating media
Pupils will use software to edit and enhance their video adding music, sounds and text on screen with transitions.

Video Trailers



E-Safety Y3

What is a computer?



Programming
Pupils will use a code to create an animation of an animal moving.

Scratch Jr

YEAR 3

Online Safety
Pupils will learn about social media and the difference between lie and opinion online.



Computing systems and Networks
Pupils will learn about the different roles which computers play in the world around them,



Online Safety
Pupils build on Year 1 with the thinking about being safe when sharing information.

E-Safety Y2

YEAR 2



Algorithms unplugged

Programming
Pupils are introduced to algorithms: instructions that are put in an exact order.



Online Safety
Pupils are introduced to concept of e-safety and how to keep safe as they start to explore the internet

Digital imagery

Creating Media
Pupils learn how to edit, crop and filter photographs; and how to search safely for images online.

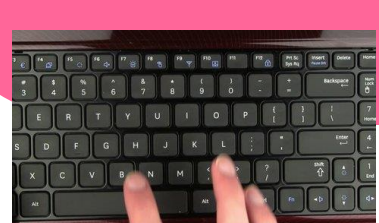


All about instructions

YEAR 1



Programming
Communication and language: Pupils will articulate their ideas and thoughts in well formed sentences.



Using a computer

YEAR 0

Computing systems and networks
Characteristics of Effective Learning: playing and exploring.

EYFS