



Forsbrook CE Primary Computing Curriculum Map

Year groups	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technology all around us (1.1) Recognising technology in school and using it responsibly. CS, AL	Digital painting (1.2) Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. ET, CM	Moving a robot (1.3) Writing short algorithms and programs for floor robots, and predicting program outcomes. AL, PG	Grouping data (1.4) Exploring object labels, then using them to sort and group objects by properties. DI, AL	Programming animations (1.6) Programming animations Designing and programming the movement of a character on screen to tell stories. PG, DD	Online Safety (Project Evolve)
Year 2	Information technology around us (2.1) Identifying IT and how its responsible use improves our world in school and beyond. NW, CS	Digital photography (2.2) Capturing and changing digital photographs for different purposes. ET, CM	Robot algorithms (2.3) Creating and debugging programs, and using logical reasoning to make predictions. AI, PG	Online safety (Project Evolve)	Making music (2.5) Using a computer as a tool to explore rhythms and melodies, before creating a musical composition CM, DD	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. PG, DD
Year 3	Connecting computers (3.1) Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks. NW, CS	Stop-frame animation (3.2) Capturing and editing digital still images to produce a stop-frame animation that tells a story. ET, CM	Sequencing sounds (3.3) Creating sequences in a block-based programming language to make music. PG, DD	Online Safety (Project Evolve)	Desktop publishing (3.5) Creating documents by modifying text, images, and page layouts for a specified purpose. ET, CM	Events and actions in programmes (3.6) Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions. PG, DD
Year 4	The internet (4.1) Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. NW, SS	Online Safety (Project Evolve)	Repetition in shapes (4.3) Using a text-based programming language to explore count-controlled loops when drawing shapes. AL, PG	Data logging(4.4) Recognising how and why data is collected over time, before using data loggers to carry out an investigation. CS, DI	Photo editing (4.5) Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled. ET, CM	Repetition in games (4.6) Using a block-based programming language to explore count-controlled and infinite loops when creating a game. PG, DD
Year 5	Sharing information (5.1) Recognising IT systems around us and how they allow us to search the internet. NW	Online Safety (Project Evolve)	Selection in physical computing (5.3) Exploring conditions and selection using a programmable microcontroller. PG, CS	Flat-file databases (5.4) Using a database to order data and create charts to answer questions DI, ET	Vector drawing (5.5) Creating images in a drawing program by using layers and groups of objects ET, CM	Selection in quizzes (5.6) Exploring selection in programming to design and code an interactive quiz. AI, PG
Year 6	Internet connection (6.1) Identifying and exploring how data is transferred and information is shared online NW, ET	Online Safety (Project Evolve)	Webpage creation (6.2) Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation CM, DD	Variables in games (6.3) Exploring variables when designing and coding a game PG, DD	3D modelling (6.5) Planning, developing, and evaluating 3D computer models of physical objects ET, CM	Sensing Designing and coding a project that captures inputs from a physical device PG, CS
Transition to Secondary School – Expectations						
Year 7	Collaborating online respectfully ET, SS	From semaphores to the internet NW, CS	Using media; gaining support for a cause IT, ET	Programming essentials; part 1 AI, PG	Programming essentials; part 2 AI, PG	Modelling data; spreadsheets ET, CM