

Curriculum map for Computing



Even Year

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Marvellous Me	Celebrations	Perfect Pirates	Amazing Animals	Out of this world	Let's go
Topic focus (from ,long term overview)		E-safety to be taught throughout the year		Data Retrieving and Organising		Communicating	
Y1	Knowledge and skills development	<p>Make links between the online and offline world;</p> <p>Recall all of the SMART rules for Internet safety;</p> <p>Recognise which personal information they should keep safe from strangers;</p>	<p>Technology Around Us Moving a Robot</p> <p>Create a simple series of instructions -left and right Record their routes Understand forwards, backwards, up and down Put two instructions together to control a programmable toy Plan and test a Bee-bot journey</p>	<p>Digital Painting Grouping Data</p> <p>Use programmes to create art make comparisons between working digitally and non-digitally Capture images with a camera Print out a photograph from a camera with help</p> <p>Enter information into a template to make a graph Talk about the results shown on a graph</p>	<p>Digital Writing Programming Animation</p> <p>Word process ideas using a keyboard Use the spacebar, back space, enter, shift and arrow keys Print out a page from the internet</p> <p>Design and programme the movement of a character on screen to tell stories</p>		
Y2	Knowledge and skills development	<p>IT Around Us Robot Algorithms</p> <p>Predict the outcomes of a set of instructions Use right angle turns Use the repeat commands Test and amend a set of instructions Write a simple program and test it Predict what the outcome of a simple program will be</p>	<p>Digital Photography Pictograms</p> <p>Capture digital images in a variety of ways Change digital photographs for different purpose</p> <p>Collect data in tally charts and use attributes to organise and present data using a computer Use the shape tools to draw</p>	<p>Digital Writing Programming Animation</p> <p>word process a piece of text insert/delete a word using the mouse and arrow keys highlight text to change its format (B, U, I)</p> <p>Design and programme the movement of a character on screen to tell stories</p>			
KS1	Vocabulary	<p>safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.</p>	<p>algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.</p> <p>technology, computer, tablet, laptop, blog,vlog,podcast search engine, Google, seesaw</p>	<p>capture, camera, photograph data, tally, chart, organise</p>	<p>spacebar, back space, enter, shift and arrow keys frame record play animation, still image, record, stop, play, code, sequence,character</p>		



Odd year

			Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			Happy and Healthy	Superheroes/People who help us	Castles	All creatures great and small	Once upon a time	Summer
Topic focus (from ,long term overview)		E-safety to be taught throughout the year	Algorithms and Programming		Data Retrieving and Organising		Digital Communication	
Y1	Knowledge and skills development	<p>identify what things count as personal information;</p> <p>identify what is appropriate and inappropriate behaviour on the internet;</p> <p>Agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords;</p>	<p>Technology Around Us Moving a Robot</p> <p>Create a simple series of instructions -left and right</p> <p>Record their routes</p> <p>Understand forwards, backwards, up and down</p> <p>Put two instructions together to control a programmable toy</p> <p>Plan and test a Bee-bot journey</p>		<p>Digital Painting Grouping Data</p> <p>Use programmes to create art</p> <p>Use the flood fill, straight line and geometric shapes tools to create pictures and effects</p> <p>Choose colours and patterns that suit their purpose</p> <p>make comparisons between working digitally and non-digitally</p> <p>Capture images with a camera</p> <p>Print out a photograph from a camera with help</p> <p>Enter information into a template to make a graph</p> <p>Talk about the results shown on a graph</p>		<p>Digital Writing Programming Animation</p> <p>Word process ideas using a keyboard</p> <p>Use the spacebar, back space, enter, shift and arrow keys</p> <p>Print out a page from the internet</p> <p>Design and programme the movement of a character on screen to tell stories</p>	
Y2	Knowledge and skills development	<p>seek help from an adult when they see something that is unexpected or worrying;</p> <p>demonstrate how to safely open and close applications and log on and log off from websites;</p>	<p>IT Around Us Robot Algorithms</p> <p>Predict the outcomes of a set of instructions</p> <p>Use right angle turns</p> <p>Use the repeat commands</p> <p>Test and amend a set of instructions</p> <p>Write a simple program and test it</p> <p>Predict what the outcome of a simple program will be</p>		<p>Digital Photography Pictograms</p> <p>Capture digital images in a variety of ways</p> <p>Change digital photographs for different purpose</p> <p>Collect data in tally charts and use attributes to organise and present data using a computer</p> <p>Use the shape tools to draw</p>		<p>Digital Writing Programming Animation</p> <p>word process a piece of text</p> <p>insert/delete a word using the mouse and arrow keys</p> <p>highlight text to change its format (B, U, I) Use the return key to insert line breaks, where appropriate.</p> <p>Move to a specific place in the text, using the arrow keys or mouse.</p> <p>Use the shift key and capital lock for capital letters</p> <p>Alter the layout of a text to make it easier to read</p> <p>Design and programme the movement of a character on screen to tell stories</p>	
KS1	Vocabulary	<p>safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.</p>	<p>technology, computer, tablet, laptop, blog,vlog,podcast search engine, Google, seesaw</p>		<p>capture, camera, photograph data, tally, chart, organise</p> <p>paint, colour, brush, tools, settings, undo, redo, text, image, size, poster, launch, application, software, window, minimise, restore, size, move, screen, close, click, drag, log on, log off, keyboards, keys, mouse, click, button, double click, drag, present.</p>		<p>spacebar, back space, enter, shift and arrow keys</p> <p>frame record play animation, still image, record, stop, play, code, sequence,character</p>	