

# Computing Curriculum Map

	HT1	HT2	HT3	HT4	HT5	HT6									
Year 1	<p><b>1.1 How do I use a computer?</b> Logging on, saving printing, new documents E-Safety</p> <p><b>1.9 How can technology be used outside of school?</b> Examples of technology used outside of school and what they are used for</p>	<p><b>1.7 What is coding?</b> Create a simple programme Use different commands to make a character move</p>	<p><b>1.8 What is a spreadsheet?</b> Understand a spreadsheet using columns and rows Understand how technology is used inside and outside of school</p>	<p><b>1.2 How can I use technology to present data?</b></p> <p><b>1.3 Can I use pictures to represent data?</b> Group and sort using picture grams Record results</p>	<p><b>1.6 What are e-books?</b> Investigate e-books Add animation to enhance a story</p>	<p><b>1.4 How do I follow and create simple instructions?</b></p> <p><b>1.5 How can I make a character move on a screen?</b> Introduction to algorithms and sequences Functionality of basic function keys.</p>									
	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL
Year 2	<p><b>2.2 How can I safely communicate online?</b> Understanding the internet Emails and communication Digital footprints</p> <p><b>2.5 Can I find information online?</b> Searching the internet. Use information from the internet for a purpose</p>	<p><b>2.1 What is an algorithm?</b> Create and use simple programmes Debug programmes Predict the outcome of programmed movements</p>	<p><b>2.3 How can I make a spreadsheet?</b> Copy and paste Add an amount Create a table and block graph</p>	<p><b>2.4 How can you use a data base to find answers?</b> Questioning Using a data base search tool to find information</p>	<p><b>2.6 Can you create digital pictures?</b> Creating and recreating digital pictures</p>	<p><b>2.7 How can I create music and present ideas?</b></p> <p><b>2.8 How can a story be presented?</b> To use sounds to create own composition Use programmes to make and present a quiz. Make a fact file.</p>									
	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL
Year 3	<p><b>3.2 Where do I go for help to keep me safe?</b></p> <p><b>3.4 What is touch typing?</b> Online safety Correct way to sit at a keyboard, how to use different keys, using left and right hand to type</p>	<p><b>3.1 How do I create a programme?</b> Design and write a programme</p>	<p><b>3.5 How can I email safely?</b> Emailing a target audience</p>	<p><b>3.6 Can you create a branching database?</b> Branching data bases</p> <p><b>3.8 Can you create a pie chart and bar graph?</b> Spread sheets Graphing</p>	<p><b>3.7 What are simulations?</b></p> <p><b>3.9 How can I make a presentation more interesting for the audience?</b> Test and evaluation simulations To add media, animations, timing to improve design</p>	<p><b>3.10 How can micro: bits be used in the wider world?</b> Physical computing What is a micro: bit? Create a sequence of images in a loop. Create code that generates sound output based on different movement gestures.</p>									
	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL

<b>Year 4</b>	<p><b>4.2 What is plagiarism?</b> Copyright Citing ownership</p> <p><b>4.7 How do I find information?</b> Identify theft Digital footprint Installing software</p>	<p><b>4.1 How do I create a programme?</b> Flowcharts Timers and counting machine</p>	<p><b>4.3 How do I use a spreadsheet?</b> Line graphs Explore place value</p> <p><b>4.8 What is a computer made up of?</b> Name parts of a computer and what they are they used for.</p>	<p><b>4.4 How can I write a news report?</b> Interpret incoming information</p>	<p><b>4.6 Can you create a stop motion animation?</b> Backgrounds and sounds</p> <p><b>4.11 Micro: bits: How can an accelerometer be used?</b> Using variables and logic Computing simulations</p>	<p><b>4.10 How can Artificial intelligence help us in our daily lives?</b> Creative thinking Using artificial intelligence to create music and art.</p>	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S
	<p><b>5.2 What appropriate internet content?</b> <b>5.7 How do I use a concept map?</b> Permissions and reliability of information Importance of reading concept maps</p>	<p><b>5.1 Can I create a programme?</b> Control an object</p>	<p><b>5.3 How do I plan an event?</b> Use formulae</p>	<p><b>5.8 Can I create a document?</b> Design, print and make Add and edit a document and present information</p>	<p><b>5.4 How do I create a database?</b> Understand how to word questions</p> <p><b>5.5 Can you create a computer game?</b></p>	<p><b>5.6 Can I design a 3D model?</b> Design a setting and characters Use images and drawing tools To plan and create a game</p>	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S
<b>Year 5</b>	<p><b>6.2 What is appropriate behaviour online?</b> <b>6.6 What do you know about our school network?</b> Understanding screen time and content</p>	<p><b>6.1 How do I make an adventure game?</b> Functions and organising code</p>	<p><b>6.3 How do I use spreadsheets in a real-life scenario?</b> Use formula to solve a problem</p>	<p><b>6.7 Can I create a picture quiz for young children?</b> Design a quiz</p>	<p><b>6.4 What is a blog?</b> Information is presented for a specific audience.</p>	<p><b>6.5 Can I code a map-based text adventure?</b> Functions and two-way selections Communicate effectively online Plan and create an adventure story</p>	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S
	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S	CS	IT	DL	E-S		

CS	IT	DL	E-S
Computer Science	Information Technology	Digital Literacy	E-Safety