



## Wessex Gardens Primary School – Computing Curriculum Map 2024– 2025



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Year 1</b>	<b>Technology around Us</b> Recognising technology in school and using it responsibly.	<b>Digital painting</b> Choosing appropriate tools in a program to create art, and making comparisons with working nondigitally.	<b>Moving a robot</b> Writing short algorithms and programs for floor robots, and predicting program outcomes.	<b>Grouping data</b> Exploring object labels, then using them to sort and group objects by properties.	<b>Digital writing</b> Using a computer to create and format text, before comparing to writing non-digitally.	<b>Programming animations</b> Designing and programming the movement of a character on screen to tell stories.
<b>Year 2</b>	<b>Information technology around us</b> Identifying IT and how its use improves our world in school and beyond.	<b>Digital photography</b> Capturing and changing digital photographs for different purposes.	<b>Robot algorithms</b> Creating and debugging programs, and using logical reasoning to make predictions	<b>Pictograms</b> Collecting data in tally charts and using attributes to organise and present data on a computer.	<b>Digital music</b> Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	<b>Programming quizzes</b> Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
<b>Year 3</b>	<b>Connecting computers</b> Identify that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks	<b>Desktop publishing</b> Creating documents and modifying text, images and page layouts for a specific purpose	<b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music.	<b>Branching databases</b> Building and using branching databases to group objects using yes/no questions.	<b>Stop-frame animation</b> Capturing and editing digital still images to produce a stop frame animation that tells a story	<b>Events and actions in programs</b> Writing algorithms and programs that use a range of events to trigger sequences of actions.
<b>Year 4</b>	<b>The internet</b> Recognising that the internet is a network of networks including the WWW, and why we should evaluate online content.	<b>Repetition in shapes</b> Using a text-based programming language to explore loops when drawing shapes.	<b>Data logging</b> Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	<b>Audio production</b> Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	<b>Sequencing sounds</b> Creating sequences in a block-based programming language to make music.	<b>Photo editing</b> Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled,
<b>Year 5</b>	<b>Systems and searching</b> Recognising IT systems in the world and how some can enable searching on the internet.	<b>Introduction to vector graphics</b> Creating images in a drawing program by using layers and groups of objects.	<b>Flat-file databases</b> Using a database to order data and create charts to answer questions.	<b>Video production</b> Planning, capturing, and editing video to produce a short film.	<b>Selection in physical computing</b> Exploring conditions and selection using a programmable microcontroller.	<b>Selection in quizzes</b> Exploring selection in programming to design and code an interactive quiz.
<b>Year 6</b>	<b>Communication and collaboration</b> Exploring how data is transferred by working collaboratively online.	<b>Webpage creation</b> Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.	<b>Introduction to spreadsheets</b> Answering questions by using spreadsheets to organise and calculate data.	<b>Variables in games</b> Exploring variables when designing and coding a game.	<b>3D modelling Planning,</b> Developing, and evaluation 3D computer models of physical objects.	<b>Sensing movement</b> Designing and coding a project that captures inputs from physical devices.