Stanley Primary School
Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Whole school	Online Safety through Common Sense Media using following strands: • Media Balance & Well-being • Privacy and Security • Digital Footprint & Identity • Relationship & Communication • Cyberbullying, Digital Drama & Hate Speech • News & Media Literacy					
Reception	Looking at patterns in practical mathematical activities. Copying, continuing and creating patterns using both concrete resources and pictorial representations. Problem solving through continuous provision using trial and error to achieve a desired outcome. Understand that they can adapt what they are doing and explain why. Make predictions and check if they are right offering explanations. Introduce a range of technological toys including Beebots, remote control cars, walkie talkies and recording devices. Introduce technology such as cameras, iPads and interactive whiteboards.					
Year 1	Grouping Data	Digital painting	Moving a robot	Technology around us	Digital Writing	Introduction to animation
Year 2	IT around us	Robot algorithms	Making music	An introduction to quizzes	Pictograms	Digital photography
Year 3	Connecting computers	Animation	Sequence in music	Branching databases	Desktop publishing	Events and actions
Year 4	The internet	Audio editing	Repetition in shapes	Data logging	Photo editing	Repetition in games
Year 5	Sharing information	Video editing	Selection in physical computing	Flat-file databases	Vector drawing	Selection in quizzes
Year 6	Communication	Web page creation	Spreadsheets	Variables in games	3D modelling	Sensing

Online Safety Computer Systems & Networks Creating Media Data & Information Programming