

St. Thomas' CE Long Term Curriculum Map Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Programming – Cause and effect with toys, e.g. wind up. Turning things on and off.		Computing systems and networks – Role play with laptops, desktops, cameras, phones, tablets		Creating Media – Forming shapes digitally	
Rec	Computing systems and networks - What is a computer?		Creating Media - Creating art		Programming - Moving a robot	
Y1	Computing systems and networks - Technology around us	Creating Media - Digital Painting	Programming - Programming a robot	Data and information - Grouping data	Creating Media - Digital Writing	Programming - animations
Y2	Computing systems and networks - IT around us (outside of school)	Creating Media - Digital photography	Programming – Robot algorithms	Data and information - Pictograms	Creating Media - Digital music	Programming - quizzes
Y3	Computing systems and networks - Connecting computers	Creating Media - Animation	Programming – sequencing sounds	Data and information - Branching databases	Creating Media – Desktop publishing	Programming – events and actions in programs
Y4	Computing systems and networks - The Internet	Creating Media - Audio production	Programming – repetition in shapes	Data and information – data loggers	Creating Media – Photo editing	Programming - Repetition in games
Y5	Computing systems and networks - Sharing Information	Creating Media - Video production	Programming -Selection in physical computing	Data and information - Flat-file databases	Creating Media - introduction to vector graphics	Programming – Quizzing
Y6	Computing systems and networks - Communication	Creating Media - Webpage creation	Programming – variables in games	Data and information - Spreadsheets	Creating Media - 3D modelling	Programming – sensing movement