Computing Curriculum Map

	Curriculum Area	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Aut 1	Computer systems and networks (Information Technology)	**Technology around us** 1. Technology in our classroom 2. Using Technology 3. Developing mouse skills 4. Using a computer keyboard 5. Developing keyboard skills 6. Using a computer responsibly	**IT around us** 1. What is information technology (IT)? 2. Where have we seen IT at home? 3. Where have we seen IT in the world? 4. How does IT improve our world? 5. Demonstrate safe use of IT 6. Using IT responsibly	**Connecting computers** 1. How does a digital device work? 2. What parts make up a digital device 3. How do digital devices help us? 4. How am I connected? 5. How are computers connected? 6. What does our school network look like	**The Internet** 1. Connecting networks 2. What is the internet made of? 3. Sharing information 4. What is a website? 5. Who owns the web? 6. Can I believe what I read?	**Sharing information** 1. Systems 2. Computer systems and us 3. Transferring information 4. Working together 5. Better working together 6. Shared working	**Communication** 1. Searching the web 2. Selecting search results 3. How search results are ranked 4. How are searches influenced? 5. How we communicate 6. Communicating responsibly
Aut 2	Creating media (Digital Literacy)	**Digital painting** 1. How can we paint using computers? 2. Using shapes and lines 3. Making careful choices 4. Why did I choose that? 5. Painting all by myself 6. Comparing computer art and painting	**Digital photography** 1. Devices 2. Landscape or portrait 3. What makes a good photograph? 4. Lighting and focus 5. Effects 6. Is it real?	**Animation** 1. Can a picture move? 2. Frame by frame 3. What's the story? 4. Picture perfect 5. Evaluate and make it great! 6. Lights, camera, action!	**Audio editing** 1. Digital recording 2. Recording sounds 3. Creating a podcast 4. Editing digital recordings 5. Combining audio 6. Evaluating podcasts	**Vector drawing** 1. The drawing tools 2. Create a vector drawing 3. Being effective 4. Layers and objects 5. Manipulating objects 6. Get designing	**3D Modelling** 1. What is 3D Modelling? 2. Making changes 3. Rotation and position 4. Making holes 5. Planning my own 3D model 6. Making my own 3D model
Spr 1	Creating media (Digital Literacy)	**Digital writing** 1. Exploring the keyboard 2. Adding and removing text 3. Exploring the toolbar 4. Making changes to text 5. Explaining my choices 6. Pencil or keyboard	**Making music** 1. How music makes us feel 2. Rhythms and patterns 3. How music can be used 4. Notes and tempo 5. Creating digital music 6. Reviewing and editing music	**Desktop publishing** 1. Words and pictures 2. Can you edit it? 3. Great template! 4. Can you add content? 5. Lay it out 6. Why desktop publishing?	**Photo editing** 1. Changing digital images 2. Changing the composition of images 3. Changing images for different uses 4. Retouching images 5. Fake images 6. Making and evaluating a publication	**Video editing** 1. What is video? 2. Identifying devices 3. Using a device 4. Features of an effective video 5. Importing and editing video 6. Video evaluation	**Web page creation** 1. What makes a good website 2. How would you layout your web page 3. Copyright or CopyWRONG? 4. How does it look? 5. Follow the breadcrumbs 6. Think before you link!
Spr 2	Data and information (Information Technology)	**Grouping data** 1. Label and match 2. Group and count 3. Describe an object 4. Making different groups 5. Comparing groups 6. Answering questions	**Pictograms** 1. Counting and comparing 2. Enter the data 3. Creating pictograms 4. What is an attribute 5. Comparing people 6. Presenting information	**Branching databases** 1. Yes or no questions 2. Making groups 3. Creating a branching database 4. Structuring a branching database 5. Using a branching database 6. Presenting information	**Data logging** 1. Answering questions 2. Data collection 3. Logging 4. Analysing data 5. Data for answers 6. Answering my question	**Flat-file databases** 1. Creating a paper-based database 2. Computer databases 3. Using a database 4. Using search tools 5. Comparing data visually 6. Databases in real life	**Spreadsheets** 1. What is a spreadsheet? 2. Modifying spreadsheets 3. What's the formula? 4. Calculate and duplicate 5. Event Planning 6. Presenting Data
Sum 1	Programming A (Computer Science)	**Moving a robot** 1. Buttons 2. Directions 3. Forwards and backwards 4. Four directions 5. Getting there 6. Routes	**Robot algorithms** 1. Giving instructions 2. Same but different 3. Making predictions 4. Mats and routes 5. Algorithm design 6. Debugging	**Sequence in music** 1. Introduction to Scratch 2. Programming sprites 3. Sequences 4. Ordering commands 5. Looking good 6. Making an instrument	**Repetition in shapes** 1. Programming a screen turtle 2. Programming letters 3. Patterns and repeats 4. Using loops to create shapes 5. Breaking things down 6. Creating a program	**Selection in physical computing** 1. Connecting Crumbles 2. Combining output devices 3. Controlling with conditions 4. Starting with selection 5. Drawing designs 6. Writing and testing algorithms	**Variables in games** 1. Introducing variables 2. Variables in programming 3. Improving a game 4. Designing a game 5. Designing to code 6. Improving and sharing
Sum 2	Programming B (Computer Science)	**Introduction to animation** 1. Comparing tools 2. Joining blocks 3. Make a change 4. Adding sprites 5. Project design 6. Following my design	**An introduction to quizzes** 1. ScratchJr recap 2. Outcomes 3. Using a design 4. Changing a design 5. Designing and creating a program 6. Evaluating	**Events and actions** 1. Moving a sprite 2. Maze movement 3. Drawing lines 4. Adding features 5. Debugging movement 6. Making a project	**Repetition in games** 1. Using loops to create shapes 2. Different loops 3. Animate your name 4. Modifying a game 5. Designing a game 6. Creating our games	**Selection in quizzes** 1. Exploring conditions 2. Selecting outcomes 3. Asking questions 4. Planning a quiz 5. Testing a quiz 6. Evaluating a quiz	**Sensing** 1. The micro:bit 2. Go with the flow 3. Sensing inputs 4. Finding your way 5. Designing a step counter 6. Making a step counter