



Computing Curriculum Map 2022 - 2023

Key Stage One:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping Data	Digital Writing	Introduction to Animations
Software:	paintz.app	paintz.app	Beebots	n/a	Google Docs	ScratchJr.
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 2	Information Technology around us	Digital Photography	Robot Algorithms	Pictograms	Making Music	An Introduction to Quizzes
Software:	n/a	pixlr.com/x/	Beebots	J2E Pictogram	Chrome Music Lab	ScratchJr.

Lower Key Stage Two:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 3	Connecting Computers	Animation	Sequence in Music	Branching databases	Desktop Publishing	Events and Actions
Software:	N/A	Stop Motion Animator (Chrome extension)	Scratch	J2E - Branch tool	Spark. Adobe	Scratch
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 4	The Internet	Audio Editing	Repetition in Shapes	Data logging	Photo Editing	Repetition in Games
Software:	N/A	Twisted Wave	turtleacademy.com/playground	N/A	Pixlr	turtleacademy.com/playground

Upper Key Stage Two:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 5	Sharing Information	Vector Drawing	Selection in physical computing	Flat-file databases	Video Editing	Selection in quizzes
Software	n/a	Google Drawings	Crumble Controller	J2E Data	Windows 10 Video Editor	Scratch
Concepts	Systems & Networks	Creativity	Programming	Data & Information	Creativity	Programming
Year 6	Communication	3D Modelling	Variable in games	Spreadsheets	Web page creation	Sensing
Software:	n/a	Tinkercad	Scratch	Google Sheets	Google Sites	Micro:bits