

St Ignatius Catholic Primary School

COMPUTING CURRICULUM MAP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
RECEPTION	Computational Thinking		Computational Thinking		Moving a Robot Use beebots to input instructions and move on a floor map.	
YEAR 1	Technology Around Us Recognise technology in school and using it responsibly.		Moving a Robot Write short algorithms and programs for floor robots, and predicting program outcomes.		Digital Writing Use a computer to create and format text, before comparing to writing non-digitally.	
YEAR 2	Information Technology Around Us Identify IT and how its responsible use improves our world in school and beyond.		Pictograms Collect data in tally charts and using attributes to organise and present data on a computer.		Programming Animations Design and program the movement of a character on screen to tell stories.	
YEAR 3	Network Explorer Understanding how computers and networks work	Digital Comics Presentation and creation of online comics	Story Graphs Representing a character's journey using graphs	Animations Creating algorithms to explain the different types of teeth	Tinkercad Designing a playground	Data, Data, Data Undersanding the role of data when training AI
YEAR 4	Understanding the Internet Understanding how computers and networks work	Online Questionnaire Creating questionnaires and handling the data received	Dynamic Videos Creating video using voice overs	Digital Posters Online safety posters	Microbits Get off my stuff! Coding a simple alarm	Teachable Machines Training AI to recognise images
YEAR 5	Search Engines Understanding how software's use search engines to filter results	Using Excel Creating spreadsheets to perform calculations	Platform Game Creating a levelled game in Scratch	Web Page Design Presentation and creation of a web page	Tinkercad Designing icicles with code	My AI Invention Creating an image recognition invention
YEAR 6	Communication and Collaboration Explore how data is transferred by working collaboratively online.		N/A		Introduction to Spreadsheets Answer questions by using spreadsheets to organise and calculate data.	Variables in Games Explore variables when designing and coding a game.