



## Computing Curriculum Map

Unit Year	a	b	c	d	e	f	
Y1/2 Cycle A (September even)	<b>Grouping Data</b>	<b>Digital Writing</b>	<b>Programming A: Moving a robot (Y1)</b>	<b>Pictograms</b>	<b>Making Music</b>	<b>Programming A – Robot algorithms (Y2)</b>	<b>Online Safety</b>
Y1/2 Cycle B (September odd)	<b>Technology Around Us</b>	<b>Digital Painting</b>	<b>Programming B: Programming animations (Y1)</b>	<b>IT Around Us</b>	<b>Digital Photos</b>	<b>Programming B - Programming quizzes (Y2)</b>	<b>Online Safety</b>
Y3	<b>Networks: Connecting Computers</b>	<b>Desktop Publishing</b>	<b>Animation</b>	<b>Branching Databases</b>	<b>Programming A: Sequence in music</b>	<b>Programming B: Events and actions</b>	<b>Online Safety</b>
Y4	<b>Computer Systems - Internet</b>	<b>Digital Photography</b>	<b>Audio Editing</b>	<b>Data Logging</b>	<b>Programming A: Repetition in shapes</b>	<b>Programming B: Repetition in games</b>	<b>Online Safety</b>
Y5	<b>Networks: Sharing Information</b>	<b>Video Editing</b>	<b>Vector Drawing</b>	<b>Flat file databases</b>	<b>Programming A: Selection in Physical Computing</b>	<b>Programming B: Selection in Quizzes</b>	<b>Online Safety</b>
Y6	<b>Networks: Communication</b>	<b>Web page design &amp; creation</b>	<b>3D Modelling</b>	<b>Spreadsheets</b>	<b>Variables in Games</b>	<b>Sensing</b>	<b>Online Safety</b>

**Please note:** Most units can be taught in any sequence except the programming units. Online safety is embedded throughout units a-f in the scheme of work and taught through our 1Decision PSHE scheme of work. Additional optional resources are available in the shared area of the school network for each year group.

All the units are regularly updated. The latest versions can be downloaded from: <https://teachcomputing.org/curriculum/>