Whole School Computing Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Technology In Our Environment	Technology In Our Environment	Chrome Books	Using A Beebot	Using A Computer – ICT Suite	Logging On And Finding A Programme
Year 1	Technology Around Us	Digital Painting	Moving Robots	Grouping Data	Digital Writing	Coding
Year 2	Information Technology Around Us	Digital Photography	Programming A Robot Algorithms (Beebots & Espresso)	Creating Media Digital Music	Programming B Programming Quizzes	Data And Information Programs
Year 3	Computing Systems and Networks Touch Typing	Stop-Frame Animation	Programming A Sequencing Sounds (Scratch)	Data And Information (Branching Databases)	Desktop Publishing	Programming B Events And Actions (Scratch)
Year 4	Computing Systems and Network The Internet	Creating Media Audio Production	Data And Information Data Logging	Programming A Repetition In Shapes	Creating Media Photo Editing	Programming Repetition In Game
Year 5	Computing Systems and Networks Systems And Searching	Creating Media Video Production	Data and Information Flat-File Databases	Creating Media Introduction To Vector Graphics	Programming A Selection In Physical Computing	Programming B Selection In Quizzes
Year 6	Communication and Collaboration Spreadsheets	Data and Information Introduction To Spreadsheets	Creating Media Web Page Creating	-	Programming A Variables In Games	Programming B Sensing Movement