

## St Mary's Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Set up continuous provision in your	Computing systems and networks	Programming 1	Computing systems and networks	Programming 2	Data handling
	classroom: Computing through continuous provision	Using a computer	All about instructions	Exploring hardware	Programming Bee-Bots	Introduction to data
Year 1	Online safety Online safety Y1	Programming 1	Skills showcase	Programming 2	Creating media	Data handling
	Computing systems and networks Improving mouse skills	Algorithms unplugged	Rocket to the moon	Programming Bee-bots Option 1: Bee-Bots Option 2: Virtual Bee-bots	Digital imagery Option 1: Google Option 2: Microsoft Office 365	Introduction to data
Year 2	Online safety Online safety Y2	Programming 1	Computing systems and networks 2	Programming 2	Creating media	Data handling
	Computing systems and networks 1 What is a computer?	Algorithms and debugging	Word processing	Programming: ScratchJr	Stop Motion Option 1: Using tablet devices Option 2: Using	International Space Station
Year 3	Online safety Online safety Y3	Programming	Computing systems and networks 2	Computing systems and networks 3	Creating media	Data handling
	Computing systems and networks 1 Networks	Programming: Scratch	Emailing Option 1: Google Option 2: Microsoft Office 365	Journey inside a computer	Video trailers Option 1: Using devices other than iPads , Option 2: Using iPads	Comparison cards databases Option 1: Google Option 2: Microsoft Office 365
Year 4	Online safety Online safety Y4	Programming 1	Creating media	Skills showcase	Programming 2	Data handling
	Computing systems and networks Collaborative Learning Option 1: Google	Further coding with Scratch Option 1: Google Option 2: Microsoft Office 365	Website design Option 1: Google Option 2: Microsoft Office 365	HTML	Computational thinking	Investigating weather
	Option 2: Microsoft Office 365					

Year 5	Online safety	Programming 1	Data handling	Programming 2	Creating media	Skills showcase
	Online safety Y5					
		Programming music	Mars Rover 1	Micro:bit	Stop motion animation	Mars Rover 2
	Computing systems	Option 1: Sonic Pi,			Option 1: Stop motion	
	and networks	Option 2: Scratch			studio	
	Search engines				Option 2: Using	
					cameras	
Year 6	Online safety	Programming	Data handling	Creating media	Data handling	Skills showcase
	Online safety Y6		_	-	_	
		Intro to Python	Big data 1	History of Computers	Big data 2	Inventing a product
	Computing systems					
	and networks					
	Bletchley Park					