Stanley Primary School
Computing Curriculum map 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Sum
Whole school	Online Safety through project evolve using following strands: Self-image and identity Online relationships Online reputation Online bullying Managing online information Health, well-being and lifestyle Privacy and security Copywrite and ownership					
Reception	Looking at patterns in practical mathematical activities. Copying, continuing and creating patterns using both concrete resources and pictorial representations. Problem solving through continuous provision using trial and error to achieve a desired outcome. Understand that they can adapt what they are doing and explain why. Make predictions and check if they are right offering explanations. Introduce a range of technological toys including beebots, remote control cars, walkie talkies and recording devices. Introduce technology such as cameras, ipads and interactive whiteboards.					
Year 1	**Technology around us** To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use a keyboard to edit text To create rules for using technology responsibly	**Digital painting** To describe what different freehand tools do To use the shape tool and the line tools To make careful choices when painting a digital picture To explain why I chose the tools I used To use a computer on my own to paint a picture	**Moving a robot** To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program	**Grouping Data** To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects	**Digital Writing** To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools I chose	**Introduction to animation** To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project

		To compare painting a picture on a computer and on paper	To find out more than one solution to a problem		To compare typing on a computer to writing on paper	To use my algorithm to create a program
Year 2	**IT around us** To recognise the uses and features of IT To identify the uses of IT in the school To identify IT beyond school To explain how IT helps us To explain how to use IT safely To recognise that choices are made when using IT	**Digital photography** To use a digital device to take a photograph To make choices when taking a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that photos can be changed	**An introduction to quizzes** To explain that a sequence of commands has a start To explain that a sequence of commands has an outcome To create a program using a given design To change a given design To create a program using my own design To decide how my project can be improved	**Pictograms** To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attributes and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer	**Making music** To say how music can make us feel To identify that there are patterns in music To show how music is made from a series of notes To create music for a purpose To review and refine out computer work	**Robot algorithms** To describe a series of instructions as a sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written
Year 3	**Connecting computers** To explain how digital devices function To identify input and output devices	**Animation** To explain that an animation is a sequence of drawings or photographs	**Sequence in music** To explore a new programming environment	**Branching databases** To create questions with yes/no answers To identify the object attributes	**Desktop publishing** To recognise how text and images convey information	**Events and actions** To explain how a sprite moves in an existing project To create a program to move

	To recognise how digital devices can change the way we work To explain how a computer network can be used to share information To explore how digital devices can be connected To recognise the physical components of a network	To relate animated movement with a sequence of images To plan an animation To identify the need to work consistently and carefully To review and improve an animation To evaluate the impact of adding other media to an animation	To identify that commands have an outcome To explain that a program has a start To recognise that a sequence of commands can have an order To change the appearance of my project To create a project from a task description	needed to collect relevant data To create a branching database To explain why it is helpful for a database to be well structured To identify objects using a branching database To compare the information shown in a pictogram with a branching database	To recognise that text and layout can be edited To choose appropriate page settings To add content to a desktop publishing publication To consider how different layouts can suit different purposes To consider the benefits of desktop publishing	a sprite in four directions To adapt a program to a new context To develop my program by adding features To identify and fix bugs in a program To design and create a maze-based challenge
Year 4	**The internet** To describe how networks physically connect to other networks To recognise how networked devices make up the internet To outline ho websites can be shared via the World Wide Web (WWW) To describe how content can be added and accessed on the WWW	**Audio editing** To identify that sound can be digitally recorded To use a digital device to record sound To explain that a digital recording is stored as a file To explain that audio can be changed through editing To show that different types of audio can be combined and played together	**Repetition in shapes** To identify that accuracy in programming is important To create a program in a text-based language To explain what ‘repeat’ means To modify a count-controlled loop to produce a given outcome To decompose a task into small steps	**Data logging** To explain that data gathered over time can be used to answer questions To use a digital device to collect data automatically To explain that a data logger collects ‘data points’ from sensors over time To use data collected over a long duration to find information	**Photo editing** To explain that digital images can be changed To change the composition of an image To describe how images can be changed for different uses To make good choices when selecting different tools To recognise that not all images are real	**Repetition in games** To develop the use of count-controlled loops in a different programming environment To explain that in programming there are infinite loops and count controlled loops To develop a design that includes two or more loops which run at the same time

	To recognise how the content of the WWW is created by people To evaluate the consequences of unreliable content	To evaluate editing choices made	To create a program that uses count-controlled loops to produce a given outcome	To identify the data needed to answer questions To use collected data to answer questions	To evaluate how changes can improve an image	To modify and infinite loop in a given program To design a project that includes repetition To create a project that includes repetition
Year 5	**Sharing information** To explain that computers can be connected together to form systems To recognise the role of computer systems in our lives To recognise how information is transferred over the internet To explain how sharing information online lets people in different places work together To contribute to a shared project online To evaluate different ways of working together online	**Video editing** To explain what makes a video effective To identify digital devices that can record video To capture video using a range of techniques To create a storyboard To identify that video can be improved through reshooting and editing To consider that impact of the choices made when making and sharing a video	**Selection in physical computing** To control a simple circuit connected to a computer To write a program that includes count-controlled loops To explain that a loop can stop when a condition is met To explain that a loop can be used to repeatedly check whether a condition has been met To design a physical project that includes selection To create a program that	**Flat-file databases** To use a form to record information To compare paper and computer-based databases To outline how grouping and then sorting data allows us the answer questions To explain that tools can be used to select specific data To explain that computer programs can be used to compare data visually To apply my knowledge of a database to ask and answer	**Vector drawing** To identify that drawing tools can be used to produce different outcomes To create a vector drawing by combining shapes To use tools to achieve a desired effect To recognise that vector drawings consist of layers To group objects to make them easier to work with To evaluate my vector drawing	**Selection in quizzes** To explain how selection is used in computer programs To relate that a conditional statement connects a condition to an outcome To explain how selection directs the flow of a program To design a program which uses selection To evaluate my program

			controls a physical computing project	real-world questions		
Year 6	**Communication** To identify how to use a search engine To describe how search engines select results To explain how search results are ranked To recognise why the order of results is important and to whom To recognise how we communicate using technology To evaluate different methods of online communication	**Variables in games** To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project	**Spreadsheets** To identify questions which can be answered using data To explain that objects can be described using data To explain that formulas can be used to produce calculated data To apply formulas to data, including duplicating To create a spreadsheet to plan an event To choose suitable ways to present data	**Web page creation** To review an existing website and consider its structure To plan the features of a web page To consider the ownership and uses of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people	**3D modelling** To use a computer to create and manipulate 3D digital objects To compare working digitally with 2D and 3D graphics To construct a digital 3D model of a physical object To identify that physical objects can be broken down into a collection of 3D shapes To design a digital model by combining 3D objects To develop and improve a digital 3D model	**Sensing** To create a program to run on a controllable device To explain that a selection can control the flow of a program To update a variable with a user input To use a conditional statement to compare a variable to a value To design a project that uses inputs and outputs on a controllable device To develop a program to use inputs and outputs on a controllable device