

Nene Valley Primary School

COMPUTING CURRICULUM MAP

	Phase 1/2		Phase 3/4		Phase 5/6	
	Cycle A	Cycle B	Cycle A	Cycle B	Cycle A	Cycle B
Autumn	Computing systems and Network – IT around us - Identifying IT and how its responsible use improves our world in school and beyond.	Creating media – Digital painting - Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	Computing and system networks – The Internet - Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Computing systems and networks – Connecting computers - Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Programming – Variables in games - Exploring variables when designing and coding a game.	Creating Media – Video Production - Planning, capturing, and editing video to produce a short film
	be able to recognise when something they see or hear online makes them feel uncomfortable.	E-Safety To understand that the information I put online leaves a digital footprint To recognise whether a website is appropriate for children. To be able to identify kind and unkind behaviour online	understand how websites use advertisements to promote products.	with others.	E-safety To understand the need to be careful about how they present themselves online. To know the information which should and should not be shared online. To know how to safeguard their online information.	information to share online when creating profiles.
Spring	Creating Media – Digital photography- Capturing and changing digital photographs for different purposes.	Data and information – Grouping data - Exploring object labels, then using them to sort and group objects by properties.	Creating Media – Audio Production - Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Creating Media – Stop frame animation - Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Data and Information – Introduction to spreadsheets - Answering questions by using spreadsheets to organise and calculate data.	Systems and searching - Recognising IT systems in the world and how some can enable searching on the internet.

Summer	Data and information – grouping data - Exploring	Programming B – Programming animations - Designing and	Programming – Repetition in games - Using a block-based	Programming – Repetition in games - Using a block-based	0 10	Data and information – Flat File databases - Using a database to		
	object labels, then using them	programming the movement of	programming language to	programming language to	creating webpages, giving	order data and create charts to		
	to sort and group objects by	a character on screen to tell	explore count-controlled and	explore count-controlled and	consideration to copyright,	answer questions.		
	properties.	stories	infinite loops when creating a	infinite loops when creating a	aesthetics, and navigation.			
			game.	game.				
	E-safety weeks on top of specific curriculum coverage							