



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
	<p>Computing systems and Network – IT around us - Identifying IT and how its responsible use improves our world in school and beyond.</p>	<p>Creating media – Digital painting - Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.</p>	<p>Computing and system networks – The Internet - Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.</p>	<p>Computing systems and networks – Connecting computers - Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.</p>	<p>Programming – Variables in games - Exploring variables when designing and coding a game.</p>	<p>Creating Media – Video Production - Planning, capturing, and editing video to produce a short film</p>
Autumn	<p>E-safety To be able to recognise when something they see or hear online makes them feel uncomfortable. To know what to do when something they see or hear online makes them feel uncomfortable. To understand what they have learned and be able to share it with others.</p>	<p>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..</p>	<p>E-Safety- To understand how websites use advertisements to promote products. To explore different ways children can communicate online. To use knowledge about online safety to plan a party online.</p>	<p>E-safety To understand what they have learned and be able to share it with others. To create strong passwords and understand privacy settings. To safely send and receive emails.</p>	<p>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.</p>	<p>E-Safety To be able to apply their knowledge of which information to share online when creating profiles. To be able to review and improve their online profiles. To develop safe approaches to setting up passwords.</p>

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