

Year1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations
Fundamental Knowledge	Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs



Learning Checkpoint Tasks	To create a set of rules.	To create a piece of art in the style of Georges Seurat.	To move a beebot around the woods.	To group animals and answer questions about them.	To change the colour and size of a word. To use the bold and italic buttons.	To make a space background.
Interleaved Knowledge	Opportunities to e	experiment with a ra	ange of devices			

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Information	Digital	Robot algorithms	Pictograms	Digital music	Programming
	technology	photography				quizzes
	around us					
Fundamental	Use technology	Use technology	Understand what	Use technology	Use technology	Understand what
Knowledge	purposefully to	purposefully to	algorithms are,	purposefully to	purposefully to	algorithms are,
	create, organise,	create, organise,	how they are	create, organise,	create, organise,	how they are
	store,	store,	implemented as	store,	store,	implemented as
	manipulate, and	manipulate, and	programs on	manipulate, and	manipulate, and	programs on
	retrieve digital	retrieve digital	digital devices,	retrieve digital	retrieve digital	digital devices,
	content.	content.	and that	content.	content.	and that



Toomino	Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Recognise common uses of information technology beyond school. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	To consta s	programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. Use technology purposefully to create, organise, store, manipulate, and retrieve digital content
Learning Checkpoint Tasks	To create a set of online rules.	To edit a photo of a flower.	To design a floormat for a robot.	To create a Favorite subject pictogram	To create a piece of music based on an animal.	To create a quiz about an animal.
Interleaved Knowledge	Technology around us	Digital painting	Moving a robot	Grouping data	Digital writing	Programming animations



Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Connecting	Stop-frame	Sequencing	Branching	Desktop	Events and
	computers	animation	sounds	databases	publishing	actions in
						programs
Fundamental Knowledge	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of
	they offer for	and information	with variables and	and information.	design and create a range of	various forms of input and output



	communication and collaboration, Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use technology safely, respectfully and responsibly; recognize acceptable/unacc eptable behaviour; identify a range of ways to report concerns about content and contact	various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Use technology safely, respectfully and responsibly; recognise acceptable/unacc eptable behaviour; identify a range of ways to report concerns about content and contact	programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Learning Checkpoint Tasks	To identify networks in school.	To create a stop frame animation.	To create a music instrument on scratch (piano)	To create their own branching database on animals. Using yes/no questions.	To copy and paste a picture and a piece of text.	To move a sprite around a maze using the pen trail to show where it has moved.
Interleaved Knowledge	Information technology around us	Digital photography	Robot algorithms	Pictograms	Digital music	Programming quizzes
Iear 4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2



	The internet	Audio production	Repetition in	Data logging	Photo editing	Repetition in
			shapes			games
Fundamental	Understand	Use search	Design, write and	Use sequence,	Use search	Design, write and
Knowledge	computer	technologies	debug programs	selection, and	technologies	debug programs
	networks,	effectively,	that accomplish	repetition in	effectively,	that accomplish
	including the	appreciate how	specific goals,	programs; work	appreciate how	specific goals,
	internet; how	results are	including	with variables and	results are	including
	they can provide	selected and	controlling or	various forms of	selected and	controlling or
	multiple services,	ranked, and be	simulating	input and output.	ranked, and be	simulating
	such as the World	discerning in	physical systems;		discerning in	physical systems;
	Wide Web, and	evaluating digital	solve problems by	Select, use and	evaluating digital	solve problems by
	the opportunities	content.	decomposing	combine a variety	content.	decomposing
	they offer for		them into smaller	of software		them into smaller
	communication	Select, use and	parts.	(including	Select, use and	parts.
	and collaboration.	combine a variety		internet services)	combine a variety	
		of software	Use sequence,	on a range of	of software	Use sequence,
	Use search	(including	selection, and	digital devices to	(including	selection, and
	technologies	internet services)	repetition in	design and create	internet services)	repetition in
	effectively,	on a range of	programs; work	a range of	on a range of	programs; work
	appreciate how	digital devices to	with variables and	programs,	digital devices to	with variables and
	results are	design and create	various forms of	systems and	design and create	various forms of
	selected and	a range of	input and output	content that	a range of	input and output.
	ranked, and be	programs,		accomplish given	programs,	
	discerning in	systems and	Use logical	goals, including	systems and	Use logical
	evaluating digital	content that	reasoning to	collecting,	content that	reasoning to
	content.	accomplish given	explain how some	analysing,	accomplish given	explain how some
		goals, including	simple algorithms	evaluating and	goals, including	simple algorithms
	Select, use and	collecting,	work and to	presenting data	collecting,	work and to
	combine a variety	analysing,	detect and	and information	analysing,	detect and
	of software	evaluating and	correct errors in		evaluating and	correct errors in
	(including	presenting data	algorithms and		presenting data	algorithms and
	internet services)	and information.	programs		and information	programs
	on a range of					
	digital devices to					



	design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Use technology safely, respectfully and responsibly; recognise acceptable/unacc eptable behaviour; identify a range of ways to report concerns about content and				Use technology safely, respectfully and responsibly; recognise acceptable/unacc eptable behaviour; identify a range of ways to report concerns about content and contact	
	content and contact					
Learning Checkpoint Tasks	To sort true and false information online.	To create a podcast.	To design a piece of wrapping paper.	To create their own question and collect answers.	To crop, rotate and edit a picture.	To create a game using repetition.
Interleaved Knowledge	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs



Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Systems and	Video production	Selection in	Flat-file databases	Vector drawing	Selection in
	searching		physical			quizzes
			computing			
Fundamental	Understand	Use search	Design, write and	Use search	Select, use and	Design, write and
Knowledge	computer	technologies	debug programs	technologies	combine a variety	debug programs
	networks,	effectively,	that accomplish	effectively,	of software	that accomplish
	including the	appreciate how	specific goals,	appreciate how	(including	specific goals,
	internet; how	results are	including	results are	internet services)	including
	they can provide	selected and	controlling or	selected and	on a range of	controlling or
	multiple services,	ranked, and be	simulating	ranked, and be	digital devices to	simulating
	such as the World	discerning in	physical systems;	discerning in	design and create	physical systems;
	Wide Web, and		solve problems by		a range of	solve problems by



the opportunities	evaluating digital	decomposing	evaluating digital	programs.	decomposing
they offer for	content.	them into smaller	content.	systems and	them into smaller
communication		parts.		content that	parts.
and collaboration.	Select, use and	•	Select, use and	accomplish given	•
	combine a variety	Use sequence,	combine a variety	goals, including	Use sequence,
Select, use and	, of software	selection, and	, of software	collecting,	selection, and
combine a variety	(including	repetition in	(including	analysing,	repetition in
of software	internet services)	programs; work	internet services)	evaluating and	programs; work
(including	on a range of	with variables and	on a range of	presenting data	with variables and
internet services)	digital devices to	various forms of	digital devices to	and information.	various forms of
on a range of	design and create	input and output.	design and create		input and output
digital devices to	a range of		a range of		
design and create	programs,		programs,		Use logical
a range of	systems and	Use logical	systems and		reasoning to
programs,	content that	reasoning to	content that		explain how some
systems and	accomplish given	explain how some	accomplish given		simple algorithms
content that	goals, including	simple algorithms	goals, including		work and to
accomplish given	collecting,	work and to	collecting,		detect and
goals, including	analysing,	detect and	analysing,		correct errors in
collecting,	evaluating and	correct errors in	evaluating and		algorithms and
analysing,	presenting data	algorithms and	presenting data		programs
evaluating and	and information.	programs	and information.		
presenting data					
and information.	Use technology				
	safely,				
Use technology	respectfully and				
safely,	responsibly;				
respectfully and	recognise				
responsibly;	acceptable/unacc				
recognise	eptable				
acceptable/unacc	behaviour;				
eptable	identify a range of				
behaviour;	ways to report				
identify a range of	concerns about				

## Computing Curriculum Map



	ways to report concerns about content and contact	content and contact				
Learning Checkpoint Tasks	To research an animal.	To create a short video.	To write and test an algorithm.	To create a presentation on flight details.	To create a vector drawing using shapes and lines.	To design a quiz on scratch.
Interleaved Knowledge	The internet	Audio production	Repetition in shapes	Data logging	Photo editing	Repetition in games

Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Communication	Webpage	Variables in	Introduction to	3D modelling	Sensing
	and collaboration	creation	games	spreadsheets		
Fundamental	Design, write and	Use search	Design, write and	Select, use and	Select, use and	Design, write and
Knowledge	debug programs	technologies	debug programs	combine a variety	combine a variety	debug programs
	that accomplish	effectively,	that accomplish	of software	of software	that accomplish
	specific goals,	appreciate how	specific goals,	(including	(including	specific goals,
	including	results are	including	internet services)	internet services)	including
	controlling or	selected and	controlling or	on a range of	on a range of	controlling or
	simulating	ranked, and be	simulating	digital devices to	digital devices to	simulating
	physical systems;	discerning in	physical systems;	design and create	design and create	physical systems;
	solve problems by	evaluating digital	solve problems by	a range of	a range of	solve problems by
	decomposing	content.	decomposing	programs,	programs,	decomposing
	them into smaller		them into smaller	systems and	systems and	them into smaller
	parts.	Select, use and	parts.	content that	content that	parts.
		combine a variety		accomplish given	accomplish given	



Understand	of software	Use sequence,	goals, including	goals, including	Use sequence,
computer	(including	selection, and	collecting,	collecting,	selection, and
networks,	internet services)	repetition in	analysing,	analysing,	repetition in
including the	on a range of	programs; work	evaluating and	evaluating and	programs; work
internet; how	digital devices to	with variables and	presenting data	presenting data	with variables and
they can provide	design and create	various forms of	and information.	and information.	various forms of
multiple services,	a range of	input and output.			input and output.
such as the World	programs,			Use technology	
Wide Web, and	systems and	Use logical		safely,	Use logical
the opportunities	content that	reasoning to		respectfully and	reasoning to
they offer for	accomplish given	explain how some		responsibly;	explain how some
communication	goals, including	simple algorithms		recognise	simple algorithms
and collaboration.	collecting,	work and to		acceptable/unacc	work and to
	analysing,	detect and		eptable	detect and
Select, use and	evaluating and	correct errors in		behaviour;	correct errors in
combine a variety	presenting data	algorithms and		identify a range of	algorithms and
of software	and information.	programs.		ways to report	programs.
(including				concerns about	
internet services)	Use technology	Select, use and		content and	
on a range of	safely,	combine a variety		contact	
digital devices to	respectfully and	of software			
design and create	responsibly;	(including			
a range of	recognise	internet services)			
programs,	acceptable/unacc	on a range of			
systems and	eptable	digital devices to			
content that	behaviour;	design and create			
accomplish given	identify a range of	a range of			
goals, including	ways to report	programs,			
collecting,	concerns about	systems and			
analysing,	content and	content that			
evaluating and	contact	accomplish given			
presenting data		goals, including			
and information.		collecting,			
		analysing,			



			evaluating and presenting data and information. Use technology safely, respectfully and			
			responsibly;			
			recognise			
			eptable			
			behaviour;			
			identify a range of			
			ways to report			
			concerns about			
			content and			
Learning	Compared	To create a	To design and	To plan and	To plan.	To create a
Checkpoint	different	webpage.	improve a game	calculate the	develop, and	micro:bit
Tasks	methods of	1 5	on scratch.	cost of an event	evaluate their	fortune teller
	communicating			using a	own 3D model of	project.
	on the internet.			spreadsheet.	a building.	
Interleaved	Systems and	Video production	Selection in	Flat-file databases	Vector drawing	Selection in
Knowledge	searching		physical			quizzes
			computing			