



Computing Long Term Curriculum Map

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
KS1						
1	Computing Systems and Networks - Technology around us	Creating Media - Digital Painting	Programming A - Moving a robot	Data and Information - Grouping Data	Creating Media - Digital Writing	Programming B - Programming Animations
2	Computing Systems and Networks - IT	Creating Media - Digital Photography	Creating Media - Making Music	Data and Information - Pictograms	Programming A - Robot Algorithms	Programming B - An Introduction to Quizzes
KS2						
3	Computing Systems and Networks - Connecting Computers	Creating Media - Stop-frame Animation	Programming A - Sequence in music	Data and Information - Branching databases	Creating Media - Desktop publishing	Programming B - Events and actions
4	Computing Systems and Networks - The Internet	Creating Media - Photo editing	Creating Media - Audio editing	Data and Information - Data logging	Programming A - Repetition in shapes	Programming A - Repetition in games
5	Computing Systems and Networks - Sharing information	Creating Media - Video editing	Programming A - Selection in physical computing	Data and Information - Flat-file databases	Creating Media - Vector drawing	Programming B - Selection in quizzes
6	Computing Systems and Networks - Communication	Creating Media - Web page creation	Programming A - Variables in games	Data and Information - Introduction to spreadsheets	Creating Media - 3D Modelling	Programming B - Sensing
KS3						

7	Networks: from semaphores to the Internet	Using Media - Gaining support for a cause	Impact of Technology - Collaborating online respectfully	Modelling Data - Spreadsheets	Programming I	Programming II
8	Developing for the web	Representations: from clay to silicon	Mobile app development	Media - Design Vector Graphics	Computing systems	Intro to Python programming